July 1984
75p

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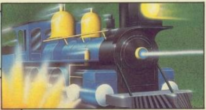

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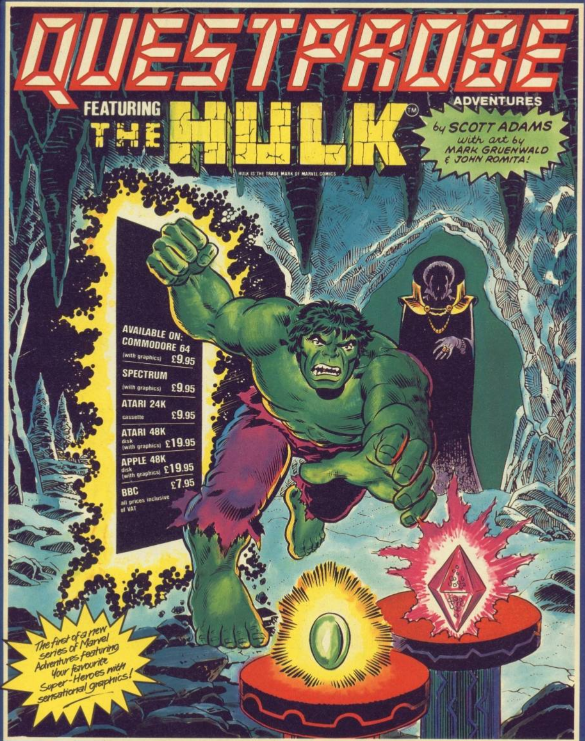
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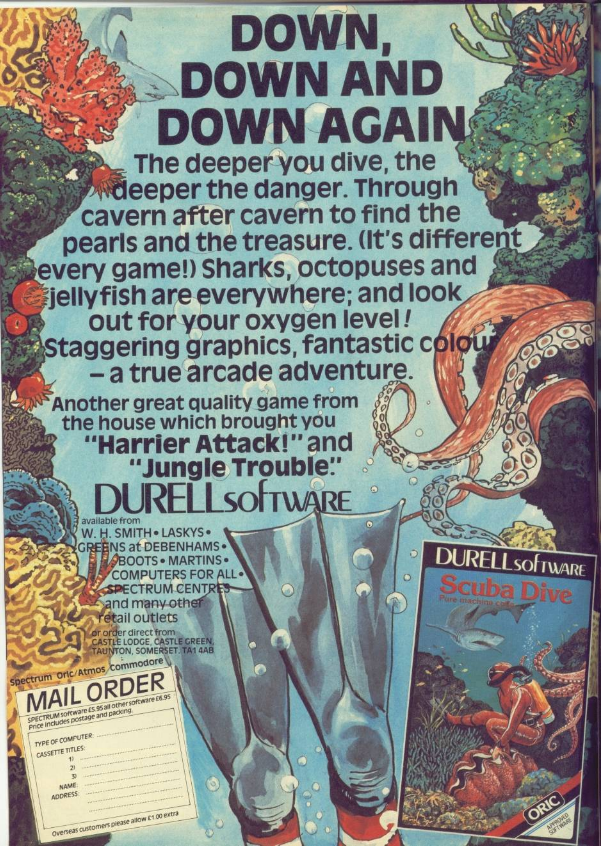

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Bubble Buster

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This is Wimbledon.

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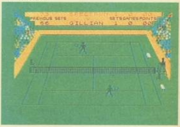
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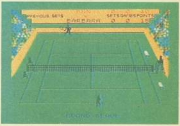
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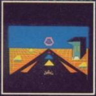
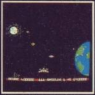


(Screen 1)

APPROACH



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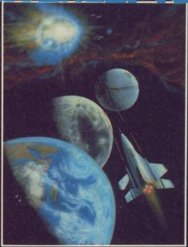

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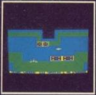

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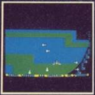
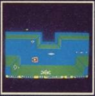


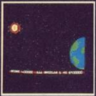
(Screen 6)

ENTRY



(Screen 3)

VICTORY



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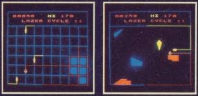

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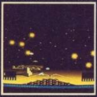

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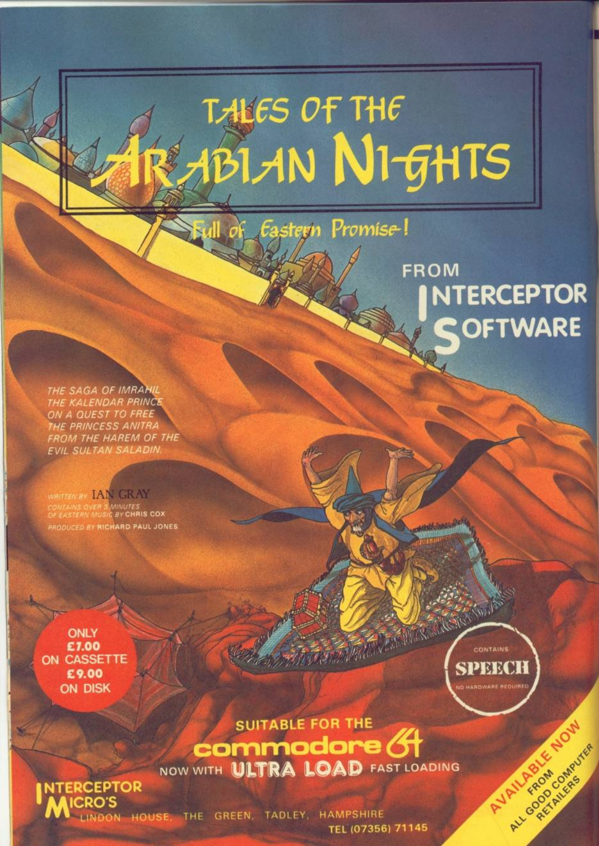

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Dear Readers

The bizarre row of faces at the bottom of this letter are not aliens from the latest space horror game. They're us, the PCG team. The people who put this magazine together.

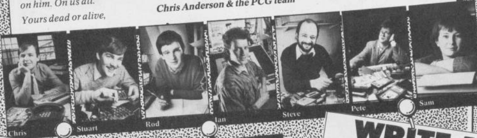
I thought I should tell you this following the stunned reaction we had to the appearance of these photos last month. We're sorry to have upset you, we really are. We can't help the way we look, especially some of us.

But if you think we're strange, what about you? Do you know that Commander Chance has people ringing his hot-line who can do nothing but scream raving gibberish down the telephone for minutes on end? It's true. And how about the reader who left a message for me to phone him back, which of course I did a few hours later. Unfortunately, he'd forgotten to say that he was waiting in a call box . . .

Oh yes, producing this mag has its moments. For example, you couldn't tell from the review of Mugsy on page 46 that it and reviewer Steve Cooke did not have a very happy relationship to start with. Our pre-production copy came without instructions, and as a result Steve was assassinated about 79 times before discovering by chance, at around 2am on deadline day, that he could shoot back. If his original review had been printed, Melbourne House would be putting out a real contract on him. On us all.

Yours dead or alive,

Chris Anderson & the PCG team



Oh no! More riddles!

What is the difference between a computer and a bad carpenter?
One works its chip and the other chips its work!
Birbal Chopra, Horley, Surrey.

What did Jumping Jack say when an interviewer asked him if he enjoyed all that jumping?
It has its ups and downs.
Lee Russell, London.

What happened to *Lunar Jetman* when he was teleported?
He was over the moon.
David Carter, Bradford, W. Yorks.

What did the girl say to Mario in the last screen of *Donkey Kong?*
But I don't like Milk Tray.
A. R. Tankard, Colchester, Essex.

Why is the Ultrapede so long and thin?
Because there's not mush-room to crawl around!
Gregory Gallagher, Sholing, Southampton.

GCHQ, the Government's secret communications base, is under siege—by pirates.

Boffins at the eavesdropping centre are finding their sophisticated electronic ears increasingly assailed by bursts of radio noises which demand decoding—and turn out as Space Invaders, Frogger and other pirated computer games or household systems programs.

For GCHQ, ever on the lookout for coded spy communications, monitors and decodes all radio transmissions using figures or patterns of sounds. And computer pirates, who also happen to be radio hams are increasingly using the airwaves to swap programs.

When recorded on tape by any of the one million radio hams — or anyone else monitoring shortwave transmissions — around the world, the broadcast programs can be played back into a home computer and reconstituted.

The Observer

Fill this space

We'd like your help with this noticeboard. Please send us newspaper or magazine cuttings, cartoons, program ideas – anything funny or intriguing to do with computer games. A free program for those we publish.

ALL MY OWN PROGRAMS
KW

What do you call an under-age whizz-kid programmer?
Manic Minor.
Renato Labi, Stanmore, Middlesex.

What did a Spectrum owner playing *Fighter Pilot* get when he took some Valium?
A Flight Stimulation.
D. Taverner, High Wycombe, Bucks.

WRITE A REVIEW— WIN FIVE GAMES!

So, you want to write about computer games? Now's your chance. By sending us a review, you could win yourself five programs for your micro and become a regular reviewer for PCG!

There'll be at least three winners, and if the standard is high enough, up to ten prizes will be given. Every winner will then regularly receive cassettes to review for us. As well as achieving fame, writing experience and free software, we will pay them a minimum of £5 a review. So if you're a computer-freak who can write, this could be your big break.

To enter, you simply have to send us a single, brief 150-word review of a game on any home computer. We're looking for people who can combine an authoritative, concise explanation of the game with humour and a comfortable, easy-to-understand style. You should submit the review with the same headings and ratings as in our Screen Test section. It should be typed, printed or written neatly.

On the same sheet of paper, or attached to it, you must include your name, age, address, phone number (if possible), and the computer(s) to which you have access. You should also tell us, in 50 words or less, why you think you would make a good games reviewer for PCG.

Post your completed entry to: **Reviewing Competition,** *Personal Computer Games,* 62 Oxford Street, London W1A 2HG. All entries must reach us before August 1st, 1984.

ADVENTURE WINNERS

Our adventure competition published in the April issue produced a massive response. The answers, correctly worked out by most entrants, were: 1. GET SWORD; 2. OPEN CHEST; 3. LIFT LEVER; 4. DIG SAND; 5. TAKE RING; 6. READ MAP; 7. EAT CAKE; 8. ASK BUTLER; 9. SEARCH ROOM; 10. UNTIE ROPE; 11. RUN WEST; 12. ENTER HOUSE.

The 101 winners have each won a Level 9 adventure worth £9.90. They are:

Glynis Kane, West Bromwich; **Matthew Platts,** Malmesbury; **Niall Osborne,** Crawley, Sussex; **Mark Hughes,** Carrickfergus, Ireland; **Jeffrey Horne,** Wembley; **I J Crawford,** London; **E Bailes,** Harlow; **R Proud,** Sunderland; **F S Wilson,** Earlston, Berwickshire; **Markku Ilmanen,** Finland; **Kevin Tang,** Sandwich, Kent; **John Beddow,** Kannock, Staffs; **Brian Mayes,** London; **Michael Echlin,** Hemel Hempstead; **Martin Clarke,** Sunderland; **Ian Collins,** Wrexham; **Richard De Dombal,** Leeds; **Noel Hayden,** Bournemouth; **Simon Claw,** Maidenhead; **G Bissett,** Harrow-on-the-Hill; **Saashi Jeeworth,** Basingstoke; **Harry Seddon,** Ashford, Kent; **S Chambers,** Norwich; **Danny McEleney,** Glenburn, Scotland; **Stuart Culverhouse, Market Rasen, Lincs; R Reader,** Southfields, London; **J E Cletheroe,** Horning, Norfolk; **D M Price,** Bodmin, Cornwall; **C Todd,** Sutton Coldfield; **Mark Clayton,** Rotherham; **M Pittock,** Ipswich; **Mike Stainton,** Blackpool; **Anthony Whyte,** Sutton Coldfield; **D W Barr,** Newtown Abbey, Co Antrim; **Richard Clark,** Leeds; **A P King,** Whitchurch, Bristol; **Ian Appru,** London; **C Smith,** Christchurch; **Robert Sedgwick,** Croydon; **R P Morris,** Nr. Basingstoke; **Malcolm Allen,** Stockton-on-Tees, Cleveland; **A M Slater,** London; **Duane Chandler,** New England, Cambs; **Peter Sail,** Maryport, Cumbria; **J L Tuckett,** Wick, Bristol; **Ian Milton,** Nuneaton; **Mark Henry,** Dublin; **Barry Crossan,** Summerville, Dumfries; **James McTavish,** Morayshire, Scotland; **A P Mitchell,** Rushden, Northants; **Colin M Whitaker,** London; **Andrew Dunn,** London; **D M Page,** Harrow; **Steven Bell,** Southampton; **T D Frost,** Montrose, Angus, Scotland; **Stephen Kemp,** Norwich; **R E Howarth,** St Helens, Merseyside; **Simon Nash,** Sutton Coldfield; **Gary Oldham,** Beeston, Notts; **David H Fairbrother,** Harborne, Birmingham; **Simon Hughes,** Claines, Worcs; **Michael Williams,** Sheffield; **Geraint James,** Aberystwyth; **Jason Kellip,** Liverpool; **Gary Holmes,** Ringwood; **Karen Bain,** Aberdeen; **David Collison,** Maida Vale; **William Palin,** London; **Paul Baggaley,** Brompton, **W Bolton,** Portsmouth; **David Buckmaster,** Kennington, Oxon; **Philip Gosden,** Shepperton, Middx; **Andrew Marston,** Putney; **Karl Daniels,** Tupsley, Hereford; **Barbara K Brewster,** Gloucester; **R A Platt,** Urmston, Manchester; **Paul Beattle,** Penicuik, Midlothian; **Simon Ward,** Cleethorpes; **S Brewer,** Harlow, Essex; **B Gunnell,** Hornsey, London; **Jemma Beeke,** Norwich; **Justin Grenham,** Herne, Kent; **P N Flanagan,** Stapleford; **Justin Collins,** Botley; **P R Hoar,** Stanford-Le-Hoppe, Essex; **Julian Page,** Shrewsbury; **Jason Chapman,** Haywards Heath, Sussex; **M Crouch,** Croydon; **G S Leys,** Aberdeen; **Stephen Longworth,** Solihull; **D R Saunders,** Helston, Cornwall; **C G Williams,** Fowey, Cornwall; **Adam Tuckett,** Wick, Nr Bristol; **Ross Hayworth,** Aberdeen; **L Bruce,** RAF Chivenor, Barnstaple; **David Sisson,** Stockport; **Ian Loftus,** Leamington Spa; **Christopher Vaughan,** London; **Craig Allison,** Darlington, Co Durham.

Oh, what a show!

The PCG Easter Show blasted a path of fun and excitement through the Easter weekend. Here's our scrap-book of pictures from the event.

The PCG robot offers his welcome at the entrance. ▲

The balloons go up and the show begins for the ▶ hundreds who queued for entry.

Atari were offering three fantastic prizes of an Atari 600XL plus joysticks and a copy of the motor-race game *Pole Position* for the person on each day who scored the highest on the game. The winner on Sunday was Steve Cattell, pictured here (right) receiving his prize from PCG's Stuart Cooke.

The overall winner of the Ultimate competition collects his prize. Steven Mo of Solihull (centre), who scored 107,020 at *Atic Atac*, won a beautiful, specially-engraved cup.

Andrew Perkins of Solihull (left) is awarded a special cup and vouchers for 10 free Softek programs by Softek's Tim Langdell. He was the highest scorer on Saturday in Softek's game *Jetbike*.

Pirates in the Dragon Club

Microdeal are the latest software house to issue a strong attack on piracy. The company have distributed a letter sent to them from Northern Ireland which describes how a Dragon 32 user group set up in Belfast engaged in a massive piracy operation.

Almost all the major Dragon programs were available, including the Microdeal titles, for about a tenth of the shop price.

'The duplicating was a very professional job – and the instructions were either hand-written or computer-printed,' says the letter. The group advertised in a micro magazine and charged no entry fee, covering all its costs through piracy.

A smile from Kim Wilde, one of the many pop stars and DJs in evidence thanks to the presence of the Radio 1 Music Marathon.

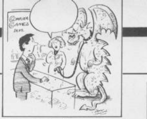
Getting down to some serious zapping. ▼

ABC Boob

A couple of errors crept into the Spectrum listing in last month's article 'The ABC of Invaders'. The final listing omitted line 8 and lines 10 and 58 contain slight mistakes. The lines should read:

```
8  LET A$=""
10 LET N=65+INT
(RND*26)
58 IF I$=A$ (L TO L)
THEN LET A$=A$ (1 TO
L–1)
```

The game will be easier to play if you press CAPS LOCK before running the game.



COMPUTER GAMES DEPT.

CARTOON WINNERS

Well over 600 people entered our Creative Sparks cartoon caption competition, despite the fact that we accidentally imposed a dead-line which was a month too early!

The idea was to produce a caption for this cartoon, and many of the entries were on similar lines such as: 'I know it's supposed to have 3D graphics, but this is ridiculous.' Or: 'I think what my son wanted was a Dragon computer.'

Some of the more original entries were:

'It's about that *Chuckie Egg* you sold me'

'All my husband did was to enter the wrong code in *Jet Set Willy*'

'It's another one of those *Hobbit* bugs'

'I've brought the Dragon back – I'd rather have a Lynx'

'Lucifer, say Hello to the nice man who won't give me a refund'

'These computer magazine giveaways are getting ridiculous'

Many thanks to everyone who entered. There were 100 winners, each of whom gets two Creative Sparks games. They are:

Robert Hunting, Dunstable; **Paul Morris**, Liverpool; **David Wilhelm King**, Balerno Midlothian; **Barry Hearn**, Reading; **M. F. Frampton**, Eastleigh, Hants; **Steven McMillan**, Canterbury, Kent; **Sanjay Sharma**, Bexley; **Andrew Green**, Birmingham; **Mark Straiton**, Perth; **Tony Rumble**, Hull; **Roger Moore**, London; **Mark McTeare**, St Neots, Cambridgeshire; **Fraser J. McMillan**, Glasgow; **Mr Peter Fitch**, Wimborne; **David Kelham**, Dorset; **Master V A Saville**, Leeds; **Paul Hung**, London; **Jason Searce**, Reading; **Mr D Wynne**, Sefton, Merseyside; **Shaun Robertson**, Scotland; **S. Bhana**, Birmingham; **P. Unsworth**, Leigh; **Neville Ridley**, Newcastle-Upon-Tyne; **Mark Wileman**, Burton-on-trent, Staffs; **James Burdett**, Butleigh, Nr Glastonbury; **J A Fagandini**, London; **Guy Blackford**, Braunton, N. Devon; **Adam Crook**, St Helens; **Barry Winterton**, Wormley, Herts; **Timothy Cosens**, Surrey; **Philip Warwick**, St Leonards O/S, E. Sussex; **Daniel Brocklehurst**, Hyde, Cheshire; **Tony Christopher**, Emsley, Hyde; **Martin Munn**, London; **Ian Birks**, Stoke-on-Trent; **Adrian Hood**, Co. Antrim; **Ross Harris**, St Andrews; **G. Wesley**, Southampton; **D. O'Callaghan**, Southampton; **H. French**, Sevenoaks; **Stewart Naylor**, Halifax; **Tim Davies**, N. Yorks; **Robert Hudson**, Southampton; **Martin Hessan**, Plymouth; **Kiran Mehta**, Birmingham; **Stephen Ricketts**, Huddersfield; **Richard Walls**, Sherburn-in-Elmet, Nr Leeds; **Andrew Patmore**, Hitchin; **John Busby**, Essex; **Neil Cane**, Harrow; **Mr P R Wade**, London; **Paul Dickenson**, Hull; **Peter Roskell**, Gillingham; **Robert Tindall**, South Humberside; **Michael James Bird**, High Wycombe; **Scott Young**, Glasgow; **Toby Sayers**, Sussex; **D. Maddox**, Cheshire; **Neil Collier**, Birmingham; **Ian Watson**, Birmingham; **Mr G Shores**, St Ives; **Stephen M. Davies**, Hartlepool; **Nigel Valentine**, Cornwall; **Carl Ball**, St Bolton; **Jonathan Wetherall**, Temple Cloud, Nr Bristol; **Owen McLaughlin**, East Kilbridge; **Richard Barton**, South Norwood; **Marcus Lee**, Surrey; **Stephen Beech**, Derby; **Jamie Michael Scott**, Suffolk; **Dan Kelly**, Oxford; **John Layton**, Mid Glamorgan; **Trevor Key**, Bracknell; **Alistair King**, Herts; **Sanjeev Massey**, London; **Sion Gibson**, Essex; **Gary Whitefield**, Sheppey, Kent; **Paul Wright**, Birmingham; **J. E. Oliver**, Kent; **Stuart Brown**, Aberdeebshire; **Tim Bright**, Slough; **Graeme Johnston**, Ascot; **Kevin Dalin**, Hants; **Richard Milverton**, Somerset; **Robert Crow**, London; **Renato Labi**, Stanmore; **Andrew Morrison**, Scotland; **Graham Smith**, Bolton; **Joseph Morrissey**, Plymouth; **Harry Cornell**, Sunderland; **Steven Dunn**, W. Lothian; **B B Chopra**, Brighton; **Geoff Dagger**, Blackburn; **David Taylor**, Portsmouth; **John Miller**, Glasgow; **David Tucker**, Somerset; **Mr Zahid Khan**, Croydon; **Stephen R. Brown**, Cornwall; **Christopher Ellis**, Northants; **Adrian Mark Layden**, Salford.

TAKOUSHI

While sitting quietly in a corner of the PCG offices tearing my hair out, the editor strolled over and gently asked me what was the matter. He had noticed that I was not looking too well and that I had lost a lot of hair recently.

I told him I couldn't go on anymore. I had to speak out against the Ronald Reagans of the computer games industry (cowboys, OK), for truth, justice and the Invader way of life.

He agreed, so in the coming months I will be speaking my mind on some of the games scene's major problems.

This month is devoted to the ludicrous hype of games and programmers.

Two companies that immediately spring to mind are Imagine and (especially after its move into software last year) Virgin. Both have got their techniques down to a fine art: beautifully laid out colour ads, photos of the programmers, and descriptions that give artistic licence a bad name.

But what about the games themselves? Most of them just don't measure up, and the result is irreparable damage to the company's credibility and the consumer's confidence. Could it be that Imagine's current troubles are evidence that the chickens are finally coming home to roost?

Please, software houses, PLEASE put the quality of the games first.

NEW RELEASES

X-CERT GAMES

Palace Video are to bring out a series of games based on famous horror films.

The first title, *The Evil Dead*, should be in the shops even as you read this. Available on the Commodore 64, the price had yet to be announced at the time of going to press, but should be between £5.00 and £6.00. Versions are also planned for the Sinclair and BBC computers.

Palace are keeping quiet about the future titles, but have mentioned possible games based on 'Halloween' and 'The Texas Chainsaw Massacre'.

PETTIGREW PREQUEL

Shards Software are bringing out a companion program to their game *Pettigrew's Diary* for the BBC. Called *Operation Safras* it sets the scene for the events in *PD*. It changes hands at £7.95 and will initially be available for the Dragon only.

The company's other adventure, *Jericho Road*, written by the 'Video Vicar' Rev. Peter Goodland, has been translated onto the BBC, Electron, and Commodore machines.

SOCCER STRATEGY

Artic are bringing out a new football management game based on the World Cup. The company have yet to choose a title for the game, which will involve up to nine players managing 40 teams as they knock each other out in a bid for glory. The game will be available on the Spectrum for £6.95.

BEEB HITS FOR 64

Micro Power, already well-known for their BBC titles, are bringing out conversions of four of their games for the Commodore 64. *Ghouls*, *Cybertron Mission*, *Felix in the Factory*, and *Swoop* will all retail at £6.95. The new versions will have added features including demo-modes and fast loading routines.

Whispering Horace

Sir's MegaByte

Word has reached me on the grapevine that the editor of this journal and two other journalists were invited to lunch by Wall's Ice Cream, of all people, as part of their promotion of a new ice lolly called MegaBytes. The three of them had to suffer the indignity of sucking these toffee and banana-flavoured ices served from a silver platter in the surroundings of a rather posh London restaurant.

Apparently Wall's wanted news of the lolly to reach teachers throughout the land, since they are running a competition which will allow schools and pupils which consume Mega-Bytes to win BBC and Electron computers.

So why invite the editor of PCG? Simple. Their own private survey revealed that PCG was one of the three computer magazines teachers read most. So now we know what Sir is doing when he should be marking the homework.

Frank about *Frak*

Some chaps are so modest. I've been hearing what the quaintly named Orlando, writer of the excellent *Zalaga*, has to say about his forthcoming BBC game *Frak*. 'It has,' he claims, 'far and away the best graphics seen on any home computer.' Is that all? No, it's not. He adds 'That's an understatement.' Horace thinks the proof of this pudding will be in the eating.

Amstrad snore

I hear that Einstein, Archimedes, Monet, Ravel and Shakespeare were all present at the launch of the Amstrad computer – in person.

The diligent hi-fi company had hunted down a number of unfortunate people cursed with famous surnames. Aged from under ten to over forty, these unsuspecting members of the computer-illiterate public were seated in front of computers and asked to show off their skills.

Einstein and Shakespeare did their best to live up to the reputations of their ancestors, but the strain proved too much for Archimedes.

A victim of tender years – he is after all only 2700 years old – he fell asleep at the keyboard during the lengthy presentation. Safer, I suppose, than falling asleep in the bath ...

Stereo Spectrum

I hear that CRL are bringing out Jeff Wayne's video version of *War of the Worlds*, an arcade/adventure based on H. G. Wells' classic book. The program boasts music taken from Wayne's glorious album of the same title – but Horace wonders quite how glorious this is going to sound on the Spectrum.

Imagine vs press

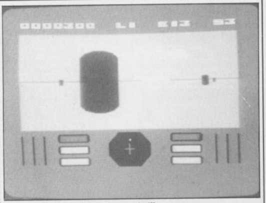
I hear disturbing rumours that a number of magazines aren't very pleased with the speed at which Imagine has been paying for its advertisements of late. On the other hand Brucie Everiss of Imagine tells me he isn't very pleased with a magazine called Your Computer for printing a listing which Brucie says bears a remarkable similarity to the Imagine *Jumping Jack*. In fact, he whispers, Imagine's solicitors have been looking into the matter.

Softek psychology

How is it, you ask, that software-house Softek can produce games of such subtle, beguiling appeal to youngsters? I can reveal all. Softek boss Langdell has a PhD in child psychology.

Thanks a million

It's wonderful how generous software houses are to the authors of successful programs. Take for example Quicksilva's big pay-out to the programmer of their definitive version of *Defender* on the ZX81, a program which sold in vast numbers. I hear its author was paid an incredible, er, £150...



● **Screen shot from *Encounter* – wait till you see it move!**

Exciting Encounter

A stunning 3D shoot-out has just been released in Britain and could become an all-time classic.

The game, called *Encounter* and available for the Commodore 64 and Atari machines, has already been a success in America thanks to its ultra-fast action and incredible 3D graphics.

Encounter is a supercharged version of *Battlezone* in which you find yourself peering through the windscreen of your craft at an alien landscape. You patrol the planet avoiding obstacles and playing tag with hostile aliens. There are eight different landscapes with three levels of skill.

Encounter costs £9.95 from Novagen and there'll be a full review in next month's PCG.

64 quick-loading

The days of Commodore 64 owners having to suffer interminable delays while their cassettes load are almost over.

Most of the latest cassette releases load about 8 times faster than normal, thanks to the inclusion of special software which changes the machine's tape-handling system.

It means that instead of having to wait up to 20 minutes for a long program to load, it'll be ready inside three – as fast or faster than it would load from disk!

Llamasoft, Interceptor, Taskset, Anirog and Melbourne House are among the companies now using these so-called turbo-loaders in some form or other. And some companies are re-releasing their older games in the new fast-loading format.

Taskset's Andy Walker told PCG: 'I think this development will have a good effect on sales of the 64. Slow tape-loading was one of the machine's biggest drawbacks.'

M5 starter pack

CGL are now giving away a free data recorder (worth £38.95) with any CGL M5 home computer purchased. This offer means that anyone buying the new starter pack will have everthing required to get started, the recorder, CGL M5, software, manual, and all leads.

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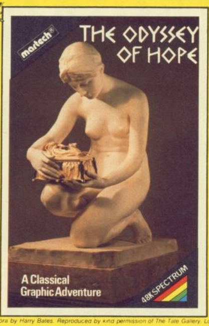
NEW



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Pandora by Harry Bates. Reproduced by kind permission of The Tate Gallery, London

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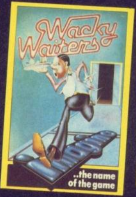
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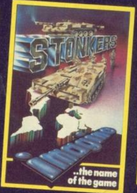
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SPE 48 15 B.C. BILL

SPECTRUM 16K

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SPE 16 5 AH DIDDUMS
SPE 16 6 MOLAR MAUL
SPE 16 7 JUMPING JACK

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DRA 32 14 COSMIC CRUISER
DRA 32 15 B.C. BILL

ELECTRON

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ETRON 15 B.C. BILL

BBC 32

BBCB 12 PEDRO
BBCB 14 COSMIC CRUISER
BBCB 15 B.C. BILL

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VIC 20 3 CATCHA SNATCHA
VIC 20 4 BEWITCHED

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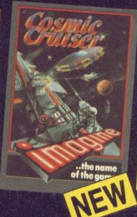
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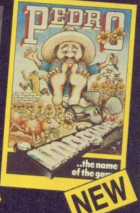
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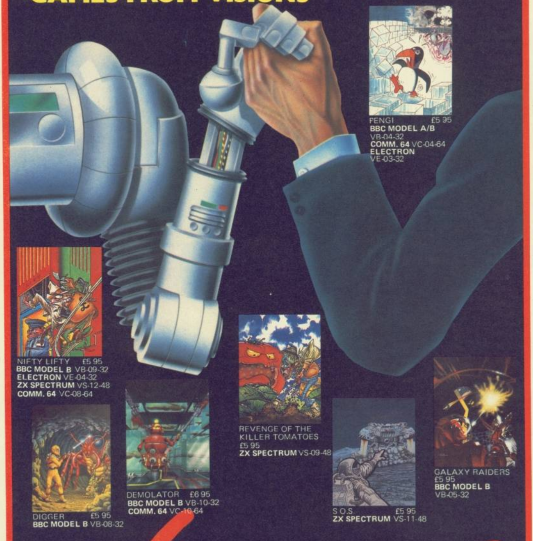

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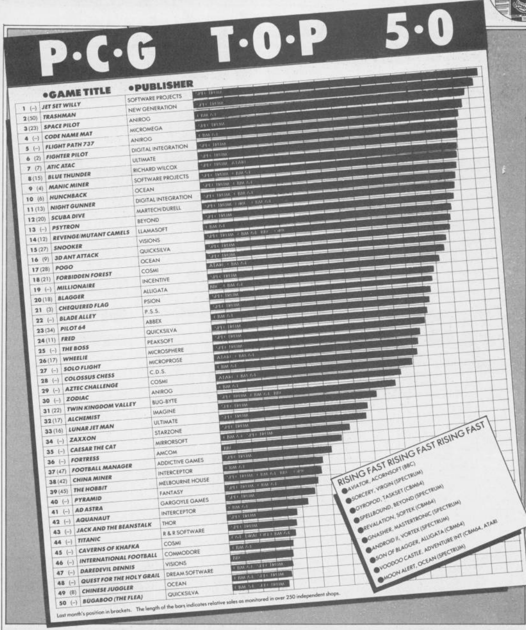

P·C·G T·O·P 5·0

	•GAME TITLE	•PUBLISHER	
1 (–)	JET SET WILLY	SOFTWARE PROJECTS	SPECTRUM
2 (50)	TRASHMAN	NEW GENERATION	SPECTRUM
3 (23)	SPACE PILOT	ANIROG	CBM 64
4 (–)	CODE NAME MAT	MICROMEGA	SPECTRUM
5 (–)	FLIGHT PATH 737	ANIROG	CBM 64
6 (2)	FIGHTER PILOT	DIGITAL INTEGRATION	SPECTRUM
7 (7)	ATIC ATAC	ULTIMATE	SPECTRUM
8 (15)	BLUE THUNDER	RICHARD WILCOX	SPECTRUM, ATARI
9 (4)	MANIC MINER	SOFTWARE PROJECTS	SPECTRUM + CBM 64
10 (6)	HUNCHBACK	OCEAN	SPECTRUM + CBM 64
11 (13)	NIGHT GUNNER	DIGITAL INTEGRATION	SPECTRUM + CBM 64
12 (20)	SCUBA DIVE	MARTECH/DURELL	SPECTRUM + BBC + CBM 64
13 (–)	PSYTRON	BEYOND	SPECTRUM
14 (12)	REVENGE/MUTANT CAMELS	LLAMASOFT	CBM 64
15 (27)	SNOOKER	VISIONS	SPECTRUM + CBM 64 + BBC + ORIC
16 (9)	3D ANT ATTACK	QUICKSILVA	SPECTRUM
17 (28)	POGO	OCEAN	SPECTRUM
18 (21)	FORBIDDEN FOREST	COSMI	ATARI + CBM 64
19 (–)	MILLIONAIRE	INCENTIVE	SPECTRUM
20 (18)	BLAGGER	ALLIGATA	BBC + CBM 64
21 (3)	CHEQUERED FLAG	PSION	SPECTRUM
22 (–)	BLADE ALLEY	P.S.S.	SPECTRUM
23 (34)	PILOT 64	ABBEX	CBM 64
24 (11)	FRED	QUICKSILVA	SPECTRUM
25 (–)	THE BOSS	PEAKSOFT	SPECTRUM
26 (17)	WHEELIE	MICROSPHERE	SPECTRUM
27 (–)	SOLO FLIGHT	MICROPROSE	ATARI + CBM 64
28 (–)	COLOSSUS CHESS	C.D.S.	CBM 64
29 (–)	AZTEC CHALLENGE	COSMI	ATARI + CBM 64
30 (–)	ZODIAC	ANIROG	CBM 64
31 (22)	TWIN KINGDOM VALLEY	BUG-BYTE	SPECTRUM + CBM 64 + BBC
32 (17)	ALCHEMIST	IMAGINE	SPECTRUM
33 (16)	LUNAR JET MAN	ULTIMATE	SPECTRUM
34 (–)	ZAXXON	STARZONE	SPECTRUM
35 (–)	CAESAR THE CAT	MIRRORSOFT	CBM 64 + SPECTRUM
36 (–)	FORTRESS	AMCOM	BBC
37 (47)	FOOTBALL MANAGER	ADDICTIVE GAMES	SPECTRUM
38 (42)	CHINA MINER	INTERCEPTOR	CBM 64
39 (45)	THE HOBBIT	MELBOURNE HOUSE	SPECTRUM + CBM 64 + BBC + ORIC
40 (–)	PYRAMID	FANTASY	SPECTRUM + CBM 64
41 (–)	AD ASTRA	GARGOYLE GAMES	SPECTRUM
42 (–)	AQUANAUT	INTERCEPTOR	CBM 64
43 (–)	JACK AND THE BEANSTALK	THOR	SPECTRUM
44 (–)	TITANIC	R & R SOFTWARE	SPECTRUM
45 (–)	CAVERNS OF KHAFKA	COSMI	[illegible], DRAGON, ORIC, CBM 64
46 (–)	INTERNATIONAL FOOTBALL	COMMODORE	CBM 64
47 (–)	DAREDEVIL DENNIS	VISIONS	BBC
48 (–)	QUEST FOR THE HOLY GRAIL	DREAM SOFTWARE	CBM 64, SPECTRUM
49 (8)	CHINESE JUGGLER	OCEAN	CBM 64, SPECTRUM
50 (–)	BUGABOO (THE FLEA)	QUICKSILVA	CBM 64, SPECTRUM

Last month's position in brackets. The length of the bars indicates relative sales as monitored in over 250 independent shops.

RISING FAST RISING FAST RISING FAST

- ● AVIATOR, ACORNSOFT (BBC)
- ● SORCERY, VIRGIN (SPECTRUM)
- ● GYROPOD, TASKSET (CBM64)
- ● SPELLBOUND, BEYOND (SPECTRUM)
- ● REVALATION, SOFTEK (CBM64)
- ● GNASHER, MASTERTRONIC (SPECTRUM)
- ● ANDROID II, VORTEX (SPECTRUM)
- ● SON OF BLAGGER, ALLIGATA (CBM64)
- ● VOODOO CASTLE, ADVENTURE INT (CBM64, ATARI
- ● MOON ALERT, OCEAN (SPECTRUM)

TRASHMAN GETS AFTER WILLY

Jet Set Willy still reigns supreme at number 1, despite fierce competition from New Generation's ***Trashman***. Excellent graphics and a highly original game concept have taken New Generation's game straight from the dustbin to number 2. The company are confident that the program has a great future, as well it might with a Commodore 64 version coming into the shops as you read this.

Code Name Mat from Micromega has shot straight to number four. Micromega are looking ahead with this one and already have an Amstrad version on their shelves ready for distribution as soon as there's a machine to play it on. Meanwhile, on the Spectrum it costs £6.95 and is already outselling the company's previous hit, *Deathchase*.

Anirog are celebrating with two titles in the top five. ***Flight Path 737*** has taken off and risen to number five in only four weeks. 'We're not used to being in the charts!' said Anul Gupta of Anirog, in a burst of quite unjustified modesty. *Flight Path* and ***Space Pilot*** both change hands for £7.95 on cassette, or £9.95 on disk.

Arcades of the future?

A British designer has put forward ideas for revolutionary new leisure complexes to replace existing amusement arcades.

Richard Porch of Cardiff believes that giant computer-resorts should be built on land or off-shore in the next ten years to cater for games freaks (plus business and educational uses).

'The people running arcades these days appear to see their interior environment on the level of a milking-shed,' he told PCG. 'I believe that the first person who designs an arcade to match the futuristic pretensions of its game programs will clean up.

'These leisure complexes would be capable of feeding and housing hundreds of paying guests. Such resorts would become new havens for a new leisure class, away from the stress and conflict occurring in the urban centres in the post-industrial 1990s.'

And beyond that? 'Why shouldn't shuttle technology have taken arcades into space by the year 2025?

It sounds like a slightly expensive way of getting a game of *Space Invaders*. On the other hand, you could run an amazing, real-time version of *Lost in Space*.

But what do you think? Do arcades have a big future? Write and tell us.

● Richard Porch's design for a harbour leisure complex.

Now ... OXFAM games!

Are you a computer freak who's accumulated dozens of games you no longer want? Then why not take them along to your local OXFAM shop?

The charity are appealing for thousands of cassettes for all types of computer to be handed in so that they can be used to raise money for needy people. Any manufacturers who want to help should ring 01-348 4225.

COMPUTER DARTS
ADD ON

Imagine games sold off

In the latest of a series of shock developments, Imagine have sold all their currently available games to a new software house set up by a record company.

The move follows Imagine's failure to sell a series of programs to publishing house Marshall Cavendish and an unsuccessful attempt to lower the price of their games to £3.75.

All Imagine games on the market are now the property of Beau Jolly, a subsidiary of Nova Records set up by an ex-director of K-Tel, Colin Ashby.

Confirming the move, Bruce Everiss of Imagine said it would help clear the way for the company's two new supergames, *Psyclapse* and *Bandersnatch*, due to be released this summer.

Other reports suggest that the company has been short of funds and needed to raise cash to meet bills and fund the development of the new games. And we understand that the deal has led to Imagine being sued for a substantial sum by another company, Nats Wholesale, who say Imagine had contracted to sell the tapes to them.

Meanwhile Imagine have warned that their new 'mega-games' will cost even more than the £30.00 originally suggested and have confirmed that some form of hardware will be included.

One important consequence of this is that software pirates will not be able to duplicate the programs. 'It's going to be literally impossible to copy them,' said programmer John Gibson.

Gremlin arrives

Tony Crowther, author of this issue's Game of the Month, has left Alligata to help form a new company called Gremlin Graphics, also based in Sheffield.

Percy Pigeon is their first program. It's for the Commodore 64 and has impressive scrolling graphics. As with *Loco*, the program took Tony just two weeks to write. It features a pigeon in the process of building his nest, but harassed by cars and other birds which will steal his twigs. A full review will appear in our next issue.

Gremlin Graphics see themselves using the same characters from one game to another. *Wanted Monty Mole* will be their next release in which a mole has to steal a sack of coal avoiding nasties such as rock-throwing picket lines.

Budget games sales soar

Cheap games from Mastertronic, priced at £1.99, are being snapped up in huge numbers, the company says.

After being in business only eight weeks, they are already claiming sales of 250,000 cassettes and have released 30 titles.

Competition in the budget market is hotting up. Atlantis Video are launching a range of programs at £1.99 for the Spectrum, CBM 64, and Vic 20 machines. The games will be on sale in video shops at first, where falling profits have forced many retailers to look for new products.

Initially four titles will be available, including *Monster Munch*, a *Pac-Man* derivative, and *Operation Ganymed*, a lunar module game. Atlantis plan to release four new programs every month.

Mastertronic's sales figures have provoked a cautious reaction from other software houses, but Nick Alexander, speaking on behalf of the Guild of Software Houses, wished the budget companies good luck. 'It's a perfectly valid way of approaching the market,' he said, 'and I see no reason why the cheap games and their more expensive competitors can't co-exist side by side.'

All the snappiest letters...

Write to: Byte-back, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

JET SET WILLY SOLVED!

IMPORTANT NEWS for *Jet Set Willy* players! We've been flooded out with letters on this game, and many of you have asked for help on getting the glasses in the Conservatory Roof. Well, as the program stands it's impossible. Yes, another bug! The idea was that you get there via the Banyan Tree, right side of Bit of Tree and Under the Roof. But this route is blocked.

However the good news is that Software Projects have just released details of how to correct both this bug, and the famous bug sparked by entering the Attic.

Start loading the program using the command MERGE "". As soon as the first part has loaded, stop the tape and enter:

```
CLEAR 32767: LOAD ""CODE
```

Now press 'play' and the rest of the program will load, but it won't auto-run. When it has loaded, enter:

```
POKE 60231,0:POKE 42183,11:POKE 59901,82:POKE 56876,4
```

You can now save this corrected version on a blank tape by entering:

```
SAVE "JETSET"LINE 10
SAVE "JSW"CODE 32768,32768
```

Once saved, you start the program with

```
GOTO 40
```

Software Projects are clearly embarrassed at having released a major program with such serious bugs in it, but they point out that there was enormous pressure on them and Matthew Smith to get it out without delay.

But don't think you can now win the prize – it's already been snapped up by the two people who worked out the above method of debugging the program! Congratulations to Ross Holman and Cameron Else of London.

Jumping rooms in the manic mansion

For those who are finding *Jet Set Willy* a little too impossible, here's how to select rooms: go to the bottom of the stairs in the First Landing and type in the word WRITETYPER. Then press a combination of the keys 1-6 with 9, and you will now appear in a different room. For example 1,2,4 and 9 will put you in the Hall, or 9 on its own will put you in the Off Licence.

From then on you can select rooms without having to go back to the First Landing, but it is wise to position Willy carefully before you make the 'jump' or he may materialize inside a wall or in mid-air. This technique can be used to put you on the right of the tree in Bit of Tree, and from there you can get to the objects in Conservatory Roof.

Iain Hayward, Ashford,
Middlesex

Everlasting lives

I am writing to tell you how to get everlasting men in *Jet Set Willy*. First load the tape using MERGE "". When it says O OK, 0:1 stop the tape. Then type 35 POKE 35899,0. RUN and start the tape.

Paul Sankey, Liverpool.

Yes, folks, it works. And should you find yourself in that trap of having to lose one by one all your remaining lives by entering a room the wrong way, you can avoid this never-ending loop by pressing the BREAK *key.*

Willy wanted for the 64

I have a Commodore 64 and I am wondering if Software Projects are thinking of bringing out *Jet Set Willy* for my computer. I played the game on the Spectrum and loved every minute of it. WELL DONE MATTHEW SMITH.

Steven McLean, Alyth, Scotland

Yes they are, in the 'not too distant' future, and the number of rooms is being increased to 64.

Matthew Smith

Alchemist's box of tricks

I thought you might be interested in some tips for playing *Alchemist*. First of all collect the key, pick up the transformation spell and put it in the chest. Then you must place four items in the chest: the lamp, the lead bar, the vase and the ring.

After you have placed one, it transforms into a part of the scroll. You must pick up this part of the scroll immediately or it will disappear. When you have all four parts of the scroll, go into the room with the warlock and press D.

The game took me just under a week to complete, and rates alongside *Atic Atac* as a game once finished, never touched again.

I would also like to draw your attention to a bug in *Hunchback*. If you jump onto the swings on level eight wrongly, you end up with two heads and no legs. My highest score is 4,037,400 and a sore wrist.

Keith Brunton, Peebles

Atic addict

For weeks now I have been attempting the *Atic Atac* mystery – in fact I'm writing this in between games. Like many other people I can escape from the dungeon, but this is not enough! The problem is that I just cannot achieve that elusive score of 100%. My usual percentage is 95% plus, and I have often scored 99%.

The main purpose of this letter is not to boast of my achievement (ahem), but to enquire if it is indeed possible to get 100%. Has anyone done it? Can it be done?

Lee Windley, Rugby, Warwickshire

The spokesperson we talked to at Ultimate hadn't heard of anyone getting 100%, but couldn't say whether it was impossible. I reckon it's a bit of a mean trick if it can't be done.

Boogaboo better

I feel I must write after reading your latest games reviews (May issue) for the CBM 64. How did *Savage Pond*, *Caesar the Cat* and *Chinese Juggler* get the *PCG* Hit label when *Boogaboo* didn't? *Boogaboo* matches, if not beats, all the other three graphically, and the game is more interesting and addictive.

KF Wong, Salisbury, Wilts

We gave Boogaboo a good review, but we couldn't really make it a hit, because the same program had been released on the Spectrum months earlier. However, we are now adding it to our Good Buy section. It's certainly a great game.

Byte Back

HURG fan hits out

I have just read your review on Melbourne House's amazing *HURG* and I am absolutely furious! The review was outrageous. How long did your reviewer sit and *use HURG*? Unlike other games designers, it gives you the chance of making TOTALLY ORIGINAL games and not just 'space' ones.

Unlike other games designers it gives you the ability to make such intricate backgrounds, they would put *Jet Set Willy* to shame. The menus in *HURG* are so easy, even Oric owners would be able to understand them.

Is your reviewer a juvenile delinquent, or was he drunk at the time?

P.S. Why on earth was *Jet Set Willy* Game of the Month? I played it for two days, found every location and got totally bored with it. Lasting interest 10? Don't make me laugh.

Jason West, Orpington, Kent

Cripes, Jason, I hope you have wider support for your comments on HURG than for what you say about Jet Set Willy.

Pros and cons of the top two micros

Who or what is the reviewer CA? He seems to be trying to start a war between CBM 64 and Spectrum owners with such statements (about the 64 game *Megahawk*, April issue) as 'it'll turn your local Spectrum owner green'. I agree that the Commodore is far better than the Spectrum, but it is also more expensive.

G Swan, Blairgowie, Perthshire

CA happens to be me, the editor of PCG, and a proud Spectrum owner at that. At the moment, although the 64 offers games with better graphics and sound, for the really meaty games with long-term challenge, the Spectrum is still the machine to own.

Three-part key

I am writing to you about Ultimate's game *Atic Atac*. I know how to get both parts of the ACG key, and a third yellow part which I think should be the crown. However, when I tried to get through the main doors with all these parts, I could not do so and wonder where I am going wrong.

Tim Culver-Jones, Wroughton, Wilts

The 'crown' is the third part of the key. You must put all three down and pick them up in the right order to form a key on the screen. You can then escape.

Club application let-down

In December I decided to answer an advertisement appearing in a popular computer magazine about a so-called 'Computer Club International' of Stalybridge, Cheshire.

I was asked to credit their bank account by £15.00 and send them the enclosed application, this I immediately did. May I inform you that up till this very day I have not received any acknowledgement whatsoever from the club. Can you please – if there was no misunderstanding on the club's part – warn any prospective members of this 'club' that it is a fake!

William Gatt, Lija, Malta

We understand that they've gone bust, despite a flood of applications. Alas, it seems that sending money by mail can still be a risky thing in the micro world.

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THAT'S PERFECT! HOLD IT THERE!
BOOM
SPLAT
PSYCHIC ASTRO BLASTER

Ultimate games for 64?

Like many other computer owners, I tend to buy more than one computer magazine, and I would like to say that of all my magazines, *PCG* is by far the best.

I have been hearing rumours that Ultimate are going to begin making software for the CBM 64. Is this true?

JP McStay, Wallsend, Tyne and Wear

We think it is, but Ultimate are refusing to confirm this officially.

Kempston adaptability

A few month's back I purchased a Kempston interface for my Spectrum and more recently I bought Psion's *Chequered Flag*. With the interface there is a leaflet with small listings to MERGE with other games. There was one such listing for *Flight Simulator*, but not for *Chequered Flag*.

I wondered if any other readers had written a program to MERGE with this game to give it the use of a joystick.

Toby Lane, Northampton

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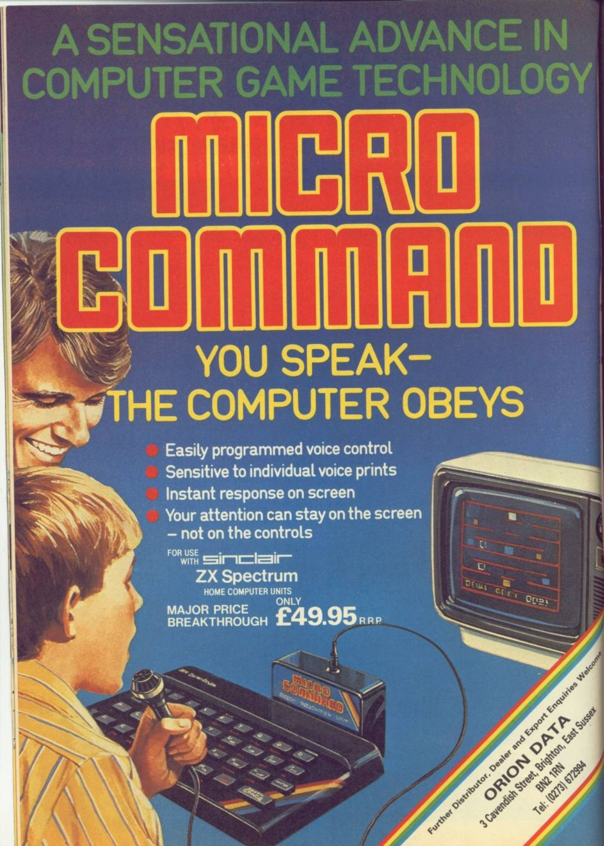

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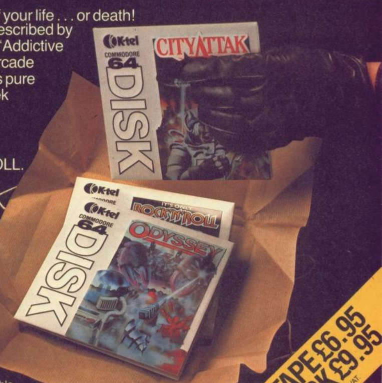

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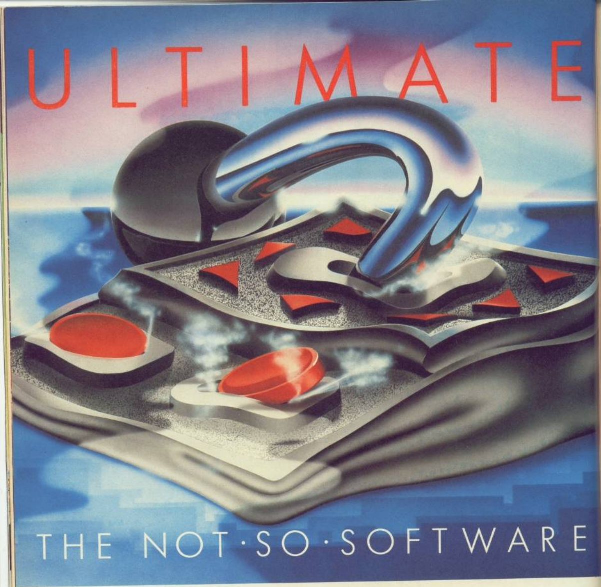

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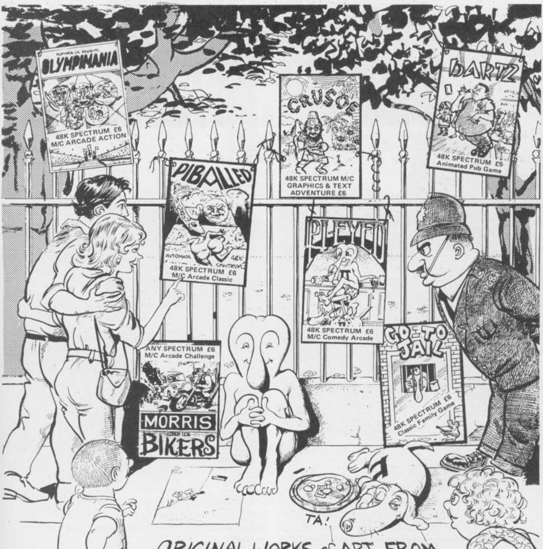
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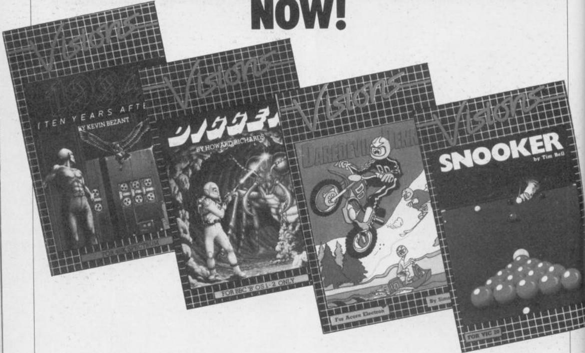
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Pages of reviews, ratings and screenshots in a month packed with exciting releases

SIZZLING SUMMER SOFTWARE

Here beginneth our huge collection of reviews on new games, spearheaded by a piston-pumping Game-of-the-Month for the Commodore 64. *Loco* took the prize because it's a game almost everyone will immediately fall in love with. But running it a very close second came the new Spectrum blockbuster from Beyond. *Psytron* is sure to be a big hit. Another Spectrum hit is the remarkable *Mugsy*, a game with superbly-constructed atmosphere, claiming to be the first interactive comic strip.

Dragon owners can welcome *Touchstone*, which features some of the best scrolling graphics yet seen on that machine. And for the BBC/Electron, there's *Blagger*, which we've made a hit because of the way it squeezes an incredible 20 screens into the Beeb's somewhat limited memory.

Meanwhile Oric and Atmos users are on to a good bet with *Classic Racing*, one of the best programs of its kind available on any micro.

This month's disappointments include *Alice in Videoland* on the 64, which could have been Game-of-the-Year, but turned out a bizarre mixture of glorious graphics and boring play. But 64 owners can cheer up with such programs as *Beach-Head* offering superb 3D action. And Jeff Minter fans will adore his new *Sheep in Space*.

This month's reviewers currently recovering from utter exhaustion, were Steve Cooke, Peter Connor, Stuart N Cooke, Chris Anderson and Steve Mann. Most of the ratings are a combination of different reviewers' opinions, and they're all out of a maximum of 10. Happy game-hunting, folks.

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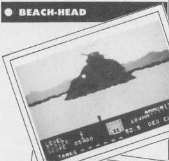
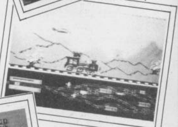
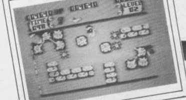
● BEACH-HEAD

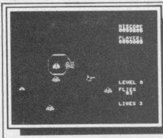




● TOUCHSTONE

● LOCO





GAME: SPIDER AND THE FLY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

This is a game to be avoided by anyone with an aversion to creepy-crawlies. You're a spider trying to trap flies and butterflies by encircling them with your web. The nasties you must avoid are hands and aerosol cans.

The number of nasties increases at each level, but apart from that the game remains very much the same. Webs may capture flies, but this game won't capture your interest. **CA**

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	4

GAME: ALICE IN VIDEOLAND
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: AUDIOGENIC, DISK £12.95

Are you sitting comfortably? Then I'll begin . . . A long time ago a little elf from Audiogenic arrived in Computertown with news of a Great New Program.

He brought with him a magical Demo Disk which loaded into a Commodore 64 and brought pictures of unsurpassed beauty to the screen. If we were very good boys, said the little elf, we might one day be allowed to play this Fabulous Game for ourselves.

And we were very good boys for many months. And the little elf returned with the Fabulous Game, all ready to play. And it was a complete flop.

In the first stage, the players collected objects as Alice fell down a shaft. Then they walked around collecting more objects, changing Alice's size to get her through big doors and little doors.

In the second stage they jumped Alice up and down, helping her to catch butterflies and rocking-horses.

In the third stage they helped her across a chessboard – with the greatest of difficulty. In the fourth stage they knocked balls about the screen.

The scenes of unsurpassed beauty were still there. But so what? What was

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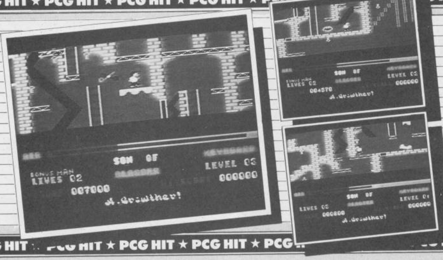

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GAME: SHEEP IN SPACE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: LLAMASOFT, £7.50

First there were mutant camels intent on destroying everything in sight. Now the genetic engineers at Llamasoft have generated a new being to help in the battle to save the universe: the multi-shielded combat sheepoids. These sheepoids are completely different to the humble sheep that we all know. They fly around in space and fire deadly 'bonios of doom'.

Zzyaxians are intent on destroying the ecostructure of the sheepoid's planet, Sothis B. The planet has artificial gravity and due to its toroidal shape there is a surface both below and above. The Zzyaxians have placed a number of Charge Carriers on the two surfaces. These steal charges from your power stations and dump it onto the Planet Buster. Once this charge reaches five you can wave your planet bye-bye.

In the free space between the two planets you will encounter even more nasties. These nasties will follow you and your only escape is to out-fly them or destroy them.

Since the planets have a large surface you can D-jump. This will warp you to an area with an alien. An indicator on screen tells you how many aliens remain to be destroyed before you enter the next level.

Of course all this action makes the sheepoid hungry. You must therefore watch your stomach level and keep eating grass to prevent your sheep from dying of hunger. There are a number of patches of grass on the surfaces for you to land on. This will replenish your shields and fill the sheep's stomach. But watch out for the trees as you come into land.

Sheep in Space has the usual Llamasoft touches. Fans of Jeff Minter's style of games will probably think that this one is the best thing since roast lamb. For the rest of us it's just a very good mega-zap. **SNC**

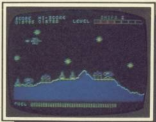
GRAPHICS	7
SOUND	7
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

GAME: SKRAMBLE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: RABBIT, £5.99

Quite simply the best version of this timeless arcade game yet released on the 64. Colourful, chunky graphics; smooth, flicker-free scrolling; plus all the usual features – rockets, phizzers, fireballs, skyscrapers, etc. A fantastic zap. Some game-players may find the first stage a little slow, but I am assured that it proceeds at the same pace as the original arcade version.

Slow or not, I returned to it again, and again, and again, and again... **CA**

GRAPHICS	7
SOUND	5
ORIGINALITY	1
LASTING INTEREST	8
OVERALL	8



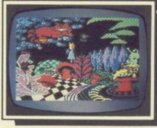
the point of running around collecting keys to go through doors?

What was so exciting about jumping up and catching rocking horses? Why was there no strategic interest whatsoever in the chess board sequence? Why was control so difficult in the croquet game?

All very good questions, dear reader, but I'm afraid neither I nor the little elf know the answers.

Perhaps some wicked fairy put a curse on the programmer after he designed the brilliant opening sequence. Or perhaps it was all a curious dream... **SC**

GRAPHICS	9
SOUND	8
ORIGINALITY	8
LASTING INTEREST	3
OVERALL	4



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GAME: SON OF BLAGGER
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

In January Alligata released *Blagger* for the Commodore 64, one of a number of *Manic Miner* derivatives. *Son of Blagger* takes the platform-game idea one stage further.

What makes it special is that the room through which your character is wandering is much bigger than the screen itself. The screen is simply a window on to the room which scrolls in four directions to keep the character always in the centre of the picture.

This innovation means that the rooms can contain a more complicated obstacle course than those in other platform games. *Son of Blagger* contains a total of 12 large, interconnected rooms, making up a single giant complex.

This complex is supposed to be the National Security HQ from which Blagger's son Slippery Sid is trying to escape. He needs to collect all the keys he finds to make his way through the numerous sections of the building.

All the normal features of a platform-game are included in *Son of Blagger*. There are floors that disappear beneath your feet; conveyor belts which drag you off in the wrong direction; ladders that will move you up automatically; the ever present deadly bushes; and slides – if Sid ends up at the bottom of one of these it's not always possible to get back up. Oh, by the way, make sure that you don't bump into any of the security guards on your way down a slide.

The security guards are obviously created out of some mad scientist's nightmare. There are boots, ghosts, hearts – some of the guards are so weird that even Alligata don't have a name for them! And all are depicted in chunky, colourful graphics.

On the reverse of the instruction sheet Alligata have supplied a map of the whole complex showing all 12 rooms. Planning your route is the only way to get all of the keys.

This has got to be the best platform-type game around for the 64. **SNC**

GRAPHICS	9
SOUND	8
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	9

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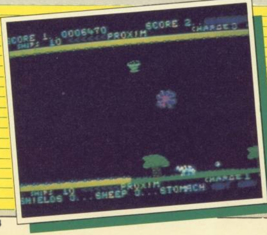
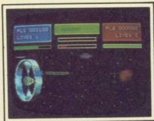


SCORE 1 0000102 PROXIM
SCORE 2 CHARGED
SHIELDS 4...SHEEP 0...STOMACH ADEQUATE

SCORE 1 0005810 PROXIM
SCORE 2 CHARGED
STOMACH FULL



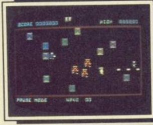
GAME: GYROPOD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TASKSET, £6.90 CASS
£9.99 DISK

A gigantic circle of futuristic metal is hanging in deepest space. Around its rim spins a pod firing a double cannon at the hordes of approaching alien ships.

That's the basic scenario of Taskset's new game, a space shoot-'em-up that presents you with peculiar problems.

The start of the game sees your pod zooming onto the screen and docking with the space-station, Galaxy Ranger.

Suddenly the aliens attack and you have to quickly get the hang of spinning around the rim. This is accomplished simply by moving the joystick up or down. When you run out of ammo you



GAME: CYBOTRON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ANIROG, £7.95

This is a very playable version of *Robotron*, an old arcade favourite where you rush about the screen blasting away at robots.

Anirog's turbo loading system is a boon for games players, and you can sit down to this game in less than two minutes after hitting the 'RUN-STOP' key.

There are two control options. Using one joystick, you move and fire simultaneously in the same direction. Using two joysticks, you can move with one and fire with the other.

That means you can develop some pretty nifty tactics, running one way and shooting over your shoulder at the pursuing droids. There are four different kinds of robot, each adopting different

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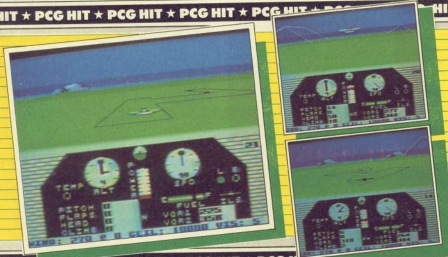

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GAME: BEACH-HEAD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £9.95

You have been put in charge of a fleet of ten ships. Your objective is to land an attack force of tanks and eventually destroy the fortress of Kuhn-Lin.

When the game starts you must decide either to move your fleet directly towards the enemy fleet or try to guide it through a hidden passage. Either way you will eventually have to battle it out with the enemy fleet.

If you choose the hidden passage, the display will show a large pool surrounded by high walls. The pool has an automatic defence system which continuously fires torpedoes and is also mined. You must guide one ship at a time through the hazards.

Next follows the air battle. This is the most realistic shoot-'em-up I've ever come across. The enemy planes take off from the carrier in the distance and scream towards you with guns blazing.

Once you've done away with the enemy aircraft the ships start shooting at you. It's hard not to dive behind a chair as the enemy shells whistle towards you.

If any of your ships survive the bombardment you can land the tanks. You are given two tanks for each of the remaining ships in your fleet. An obstacle course blocks the tanks from the castle and you must manoeuvre your way past anti-tank guns, walls and numerous other objects.

Eventually you may make it to the fortress which you must destroy by hitting with ten shells. This isn't easy as you can only get shells through 'windows' which light up when they are vulnerable. Oh, and don't forget the enemy is still firing at you.

Beach-Head's spectacular sound and graphics bring amazing realism to your 64. Load up this game, put the sound through your hi-fi and the neighbours will think World War III has started.

SNC

GRAPHICS	9
SOUND	10
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	8

have to leave the Ranger and land on the red planet at the left of the screen.

Here the game becomes reminiscent of *Lunar Jetman*. Your pod descends as you fire the retro rockets – don't forget them or you'll end up looking like a dollop of ice-cream.

You emerge, suitably suited, from the rocket and try to collect one or more of the three ammo boxes on the surface. Unfortunately you have to watch your oxygen level and look out for the aliens who land, emerge from their saucers and start firing at you.

You can fire back, of course, but it's wiser to get in your pod and back to the Ranger. When you've destroyed one set of aliens the planet explodes and you're confronted with a further challenge.

Gyropod is a brave attempt to inject some much-needed originality into the tired shoot-'em-up formula but, unfortunately, it just falls short. Although the graphics are of a high standard and the sound is entertaining it lacks the variety of tasks that make a great game. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

tactics. Some of them fire back at you, and their missiles bounce around the screen, making life extremely hazardous.

To get a really high score you must also rescue humans as they wander around carrying suitcases. Pick them up before the droids get them and you get a large bonus, depending on how many you've already rescued on that particular screen.

What really gives this game the edge is the size of the challenge. There are no less than 100 different stages to the game, if you include the occasional bonus screen which gives you extra humans and therefore the chance to score more bonus points.

The sound is exciting and the graphics clear if a little uninspired. Okay, so the screen gets very crowded at the higher levels – but it all adds to the fun.

Cybotron is very much an arcade player's game. Action all the way, and real compulsion to master the necessary technique. You won't get far without losing your three lives at first, but you won't need much persuasion to have another crack at it. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

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GAME: SOLO FLIGHT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £14.95 CASS/DISK

If you've ever fancied yourself as the pilot of a light aircraft then *Solo Flight* will give you the chance.

You have the option of flying your aircraft in Kansas, Colorado or Washington. Each area has a differing degree of difficulty. Kansas is flat and boring while Colorado is full of mountains which must be avoided.

As well as choosing where you fly you can also decide on the type of game. You can have a normal 'joy' ride flying around at your leisure and practising landings and take-offs or you can choose to try your hand at the mail-run. If you choose the mail-run you must deliver a certain amount of mail in the fastest time possible. You decide how much fuel and post to take on board.

Once you have decided where to fly and the difficulty you will be given the view of your cockpit. Probably the hardest thing to get used to with this simulation is the fact that you can see your own plane. However this does make it very easy to see exactly what it is doing. You are given all of the usual instruments – altimeter, speed indicator etc – and all are clear and easy to read.

When you are in the air you will be able to see the cities and airfields below you. In the harder maps there are also mountains to be avoided.

Only the mountains actually stand up from the ground in true 3D representation. However, the overall effect of seeing the airfields pass below you is very good. A nice touch to the simulation is the ability to look through the front, rear, and two side windows.

The aircraft is very easy to handle and after a few crash landings even the clumsiest pilot should manage to land without too many bumps.

Solo Flight is a very good simulation, allowing you to sit in the comfort of your own home and happily fly around the USA. At least until the wind gets up, or the cloud lowers, or your instruments decide to pack in… **SNC**

GRAPHICS	8
SOUND	5
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8

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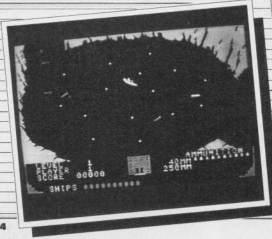
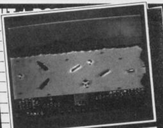
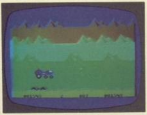




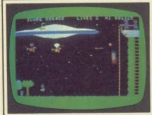


GAME: TROOPA-TRUCK
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: RABBIT, £5.99

When you're 'marooned deep in space on a hostile planet' it's a relief to know you've got a reliable vehicle to get about in. In this game you're lucky enough to have a 'Multi-Terrain Amphibious Armoured Patrol Wagon'; not as easy to park as a mini but ever so useful over the 'roughest terrain of the planet Zon'.

Troopa-Truck is, of course, one of those *Moon Buggy*-style games in which you have to jump over craters, blast obstacles and fight off hostile airborne aliens.

The blue wagon trundles across the screen from left to right on its three sets of wheels. In its path appear deep craters and large rocks – jump or blast as



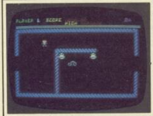
GAME: PIGS IN SPACE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: ACE, £2.99

This game was obviously inspired by *Poo-Yan*, a rather unusual game that made a brief appearance in the arcades and has since appeared on a number of home computers.

Poo-Yan has one of the all-time most bizarre scenarios. Consider this as a plot and you know what I mean.

A pig travels up and down the side of the screen in a basket. Armed with a bow and arrow, it fires away at wolves who drop by parachute or balloon. If it hits them they plunge to their deaths.

In most *Poo-Yan* games the wolves are after your piglets. This time they seem to be more interested in you. When they reach the ground they rush towards



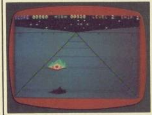
GAME: ZODIAC
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ANIROG, £7.95 CASS,
£9.95 DISK

Zodiac is a version of the Atari game *Shamus*, which in turn has certain similarities to that old arcade veteran, *Berserk*.

Anirog's turbo loading system gets the program running almost as soon as you've sat down to play. The idea of the game is to wander along corridors blasting away at hostile droids and collecting objects – in this case signs of the Zodiac.

When you reach the edge of the screen the display scrolls appropriately and brings a new stretch of corridor into view, complete with a fresh batch of opponents.

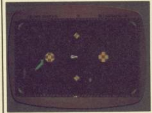
Your enemies home in on you as soon



GAME: DEATH STAR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: RABBIT SOFTWARE, £5.99

Blast aliens as they hurtle towards you in a 3D scrolling alleyway. Coloured stripes form the landscape and the aliens are chunky, if undistinguished. You saw it in Star Wars, you played it in the arcades, and now you can take it home with you. Unfortunately for Rabbit there are now a number of these *Buck Rogers*-style games for the 64, and theirs is not the best by a long shot. **SC**

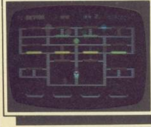
GRAPHICS	6
SOUND	4
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4



GAME: COSMIC BOUNCE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: CABLE SOFTWARE, £7.50

Single-screen space game in which you destroy aliens by firing a single indestructible plasma bolt. This keeps bouncing round the screen at high speed and you must recover it before it has a chance collision with your power supply in the centre of the screen. Fast action, but not much else. **CA**

GRAPHICS	3
SOUND	4
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4



GAME: BURGER CHASE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SUPERSOFT, £6.95

Another rendering of the arcade game in which you walk over bun-halves and various other bits of food to form four burgers. This one's fun, but not as impressive as *Burger Time* reviewed in June. The pepper is harder to use effectively. Believe me, when you've being chased by a fried egg and a couple of hot dogs, you don't want to have to worry about a faulty pepper shaker. **CA**

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	6
OVERALL	5

seems best. In the background are three desert mountain ranges whose peaks scroll convincingly as you progress.

Alien opposition to your travels comes in three forms. First you're faced with the Helichargas, colourful flying-saucers which drop bombs on you or the terrain. Although your wagon is equipped only with a 'somewhat primitive PM22 ballistic blaster' this can fire both horizontally and vertically, so it's as well to get the Helichargas before they overtake you – otherwise they will create craters and cause you lots of problems.

Lasa Slamma Tanks come next. These are far less trouble as you merely have to hop over their cannon fire.

Finally, there are the Narzon Heatseekers which zoom at you from front and back.

Troopa-Truck is a good version of a familiar game with pleasant graphics. The wagon moves nicely and there are good sound effects when you crash. Pressing the 'C' key restarts the game at the point where you last died. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	6

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the side of the screen and climb up to make a meal of you unless you get them first.

Once you've despatched 20 wolves they give you the chance to leave your basket and rush across the screen to rescue a piglet.

The little piggy doesn't seem to be in much danger, but you have to try and save it all the same.

This isn't as easy as it sounds, because high up above you is a large spaceship from which the wolves have been jumping. As you make your mercy dash the ship drops bombs on you. They fall very fast and dodging them involves some pretty quick reactions.

Once you've shot 20 wolves, rescued your piglet, and returned to your basket, the game proceeds to the next level, which is just the same as the last one, but faster. The action is accompanied by some rather disjointed music.

Paramount Software have already cornered the *Poo-Yan* market for the 64 with their game *Outback*. *Pigs in Space* falls very much into second place. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

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as you appear, which can be fatal if they happen to be too close when you enter a new screen. Even at the highest level they don't move too fast, but they do seem to get more aggressive as the game continues.

Contact with either the walls or the opposition is fatal, and loses one of your five lives. There are four speed settings, but most arcade aficionados will find that only the fastest is really satisfying. Selecting the slowest speed means you have to spend rather a long time trudging about the place.

Anirog claim that there are 300 stretches of corridor to explore, and I can well believe it. There isn't a great deal of variation in your enemies' tactics, however, and after a while the interest of the game begins to revolve around finding all the Zodiac signs.

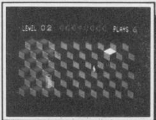
Zodiac is an enjoyable shoot-'em-up, but doesn't offer anything new. The sound is good and the graphics adequate. It all adds up to a very playable game with no surprises. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	5

GAME: SLINKY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: AUDIOGENIC, £7.90 CASS, £12.95 DISK

Q*Bert has been replaced by a slinky (one of those springs that will walk down stairs). A rectangle has replaced the pyramid but you still have to colour in the blocks. *Slinky* is probably a better game than the original; you even get the 1812 Overture and cartoons between each level. Need I say more? A game not to be missed. **SNC**

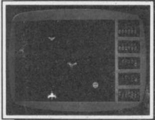
GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	8



GAME: AMBUSH
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: VIRGIN, £7.95

This is a straightforward shoot-'em-up. Keep your finger on the fire button and blast away at sprite after sprite as they descend from above and bounce about the screen. If you hit them they split into two and move faster. Dull graphics and sound, this game's only attraction is endless, and mindless, zapping. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	4



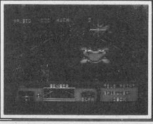
GAME: TRIAD
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: LIVEWIRE, £8.95

Another of the increasingly popular 3D shoot-'em-ups.

Speeding down the Tachyon tunnel come the Triads, colourful and substantial aliens. Get them in your laser sights and give them a good zap.

Survive this and you have a deep-space meteor storm to worry about. Nine levels, reasonable graphics and good sound. **PC**

GRAPHICS	5
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	5



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Tricky Tutorial 5	C
Tricky Tutorial 6	C
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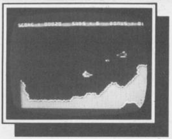
GAME: AQUANAUT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

Captain Sensible was seen to play this program at the PCG Easter Show – in return for a free Commodore 64 from Interceptor. It needs that kind of inducement to stick at the game, because it's incredibly frustrating.

You're the captain (sensible or otherwise) of a lethally armed submarine. Your mission is to guide it through a series of underwater caverns infested with deadly dangers. These include guided missiles, sea-tanks, hovering mine-layers and hunting mines.

The latter in particular you will grow to hate very deeply because they home in on you ruthlessly. If you can avoid them for about 10 seconds they self-destruct, but by then it's usually too late.



Your journey through the caverns comes in five different stages. There's not a great deal of action in each stage, but it's still very difficult to survive.

In stage one you have to learn where and when to take shelter from heat-seeking missiles. In stage two, after inching your way through the narrowest of gaps, you encounter the dreaded homing mines and underwater rockets. Stage three features hovering mine layers, and so on. After you've completed the mission, you start again with a lot more weapons ranged against you.

Your submarine moves slowly, but very smoothly, and the picture scrolls nicely as you enter new parts of the cavern.

The sound is good: there are some very attractive renderings of famous sea shanties to accompany the action, and your torpedoes make a satisfying 'whoosh' when fired.

What makes the game frustrating is that although there isn't all that much to do, you have to spend ages learning exactly how to do it. Once you've learnt it, the relatively slow pace of the game means you can get bored working through the stages you know. **CA**

GRAPHICS	7
SOUND	8
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	6

GAME: THE PYRAMID
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: FANTASY SOFTWARE, £6.50

Many a curse is reputed to fall on those who penetrate the sanctity of a pharaoh's tomb. Yet many are willing to take the chance, for they believe that in the pyramid lies the answer to the 'Ultimate Question of Life'.

Well, you don't have to buy the mumbo-jumbo to enjoy *The Pyramid*, the popular Spectrum mega-zap now converted for the Commodore 64.

You start the game in the chamber at the apex of a pyramid containing 120 rooms. Your task is to get to the base level – the 15th level.

There are different aliens in each room, making double the number there were in the Spectrum version.

You are cast in the role of Ziggy the astronaut, who is floating around inside this pyramid in his 'exploratory capsule with great defensive shield power and a highly effective phased plasmic laser to atomize the aliens'. Essentially, he's a spaceman in a bubble, which is a good job, because you need some protection with all these vicious aliens around.

Each room has two exits at the bottom. These are guarded by force fields which change colour as you weaken them. To do this Ziggy must capture the crystals which float down from the top and deposit them on the fields.

This is more or less difficult depending on the kind of aliens inhabiting the room. Elephants with wobbling trunks, giant crabs, budgies on perches and chopping guillotines are just a few of the weird opponents who come swarming up, down or across the screen.

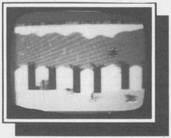
The nasties are all colourfully and cleverly drawn and their variety is one of *The Pyramid*'s greatest attractions. The other compulsive element is plotting a route down to the base and learning which of the perilous rooms to avoid. The game starts quite easily, but by the time you get to level six or seven the going gets really tough. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

GAME: JUNGLE STORY
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MASTERTRONIC, £1.99

Surprisingly good graphics for the money. But a very simple game with a dreary background 'tune'.

You dodge snakes, elephants, spears and coconuts and shoot tigers. Then you do that some more. Then you move up a level and do the same a bit faster. Finally you get bored and try something else.



The cassette inlay instructions describe the game quite incorrectly, implying that eventually you reach a village. You don't. On the other hand, the game only costs two quid. **CA**

GRAPHICS	7
SOUND	4
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	4

GAME: PLANET ZEUS/INSECTS
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: ENIGMA, £5.50

Another double deal from Enigma. The first is a version of *Space Invaders* with good sound but rather clumsy graphics. The second game, *Insects*, has you protecting little men at the bottom of the screen from aliens descending from above. Neither game will have you punishing your joystick for long. **SC**

GRAPHICS	3
SOUND	6
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

GAME: COMPUTER WAR
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: CREATIVE SPARKS, £5.95

As you've probably guessed this game is based on the film 'War Games'. This time you can't sit back and allow some young computer wizard to save humanity – it's up to you.

For those who haven't seen the film, a thermo-nuclear war is imminent. Some nut has broken into the North American Air Defence System computer and started a nuclear war simulation. However the computer thinks that an enemy is really attacking and is getting ready to retaliate.

You're presented with a map of North America. Placed around the map are a number of missile bases and the headquarters of NORAD. On this map you can see all of the attacking missiles as white dots. These are a little too small and it's possible to miss the dots as they move around the screen.

You must move your cursor over the attacking missile and press the fire button. The display then shows you the section of the USA where the missile is supposed to be and you get a chance to shoot it down. No real challenge here,

GAME: TOWER OF EVIL
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: CREATIVE SPARKS, £5.95

This game from new software house Creative Sparks should give Vic owners many hours of enjoyable alien bashing.

Playing *Tower of Evil* is a bit like playing a watered-down version of *Atic Atac*. You move from room to room blasting the occupants and collecting treasures.

There are seven levels and you must ascend through each of these to rescue the Princess on the top floor. In each level you will find a key, a pile of gold, some cups containing magic potions, and a magic stairway.

Picking up the potions either doubles your firepower for a while, or else makes you temporarily invincible. Adding the gold to your collection is important for extra points.

In order to move from one level to another, you must first find the key, and then find the stairway. Entering the stairway without first finding the key means you are as likely to drop down a level as you are to go up one.

You have five lives, and if you lose one while carrying a key, the program takes

GAME: PLANET ZACRON, PLANET PLAKTON
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: ENIGMA SOFTWARE, £5.50

Two games on one tape here. The first, *Planet Zacron*, is a straightforward bit-blaster with a horizontal scrolling display.

The aliens enter from the right and move in fixed paths across the screen. Your ship can move up, down, left, and right.

The opposition is accompanied by numerous asteroids which cannot be destroyed. You start off with four lives, and bonus lives seem to be added at fairly frequent intervals.

The sound is good enough but the graphics verge on the criminal. The meteorites flicker terribly, explosions are reflected in other areas of the screen, and one alien even got stuck at the edge of the display and couldn't leave the game. Under the circumstances, I felt very sorry for it.

You can only fire straight ahead, so tactical play is limited to plonking your ship in the alien's flight path and pressing the fire button. Since each alien fires once only, you can soon start high-

GAME: QUASIMODO
MACHINE: VIC 20+8K
CONTROL: KEYS
FROM: ACE, £2.99

The bells! The bells! I must ring the bells. My Esmeralda, that pretty gypsy girl, is going to be hung by the evil Count D'Arcy for refusing his love. I must get across the battlements to rescue her.

Yes, it's *Hunchback* time, folks, and Quasimodo's got the hump again. Not surprising really. It can't be much fun being an 'ugly mute hunchback' hopelessly in love with a girl who's been abducted by a filthy aristocrat.

Just as well for him that he's an agile fellow, because negotiating the Count's guards is not easy – they have a wicked way with their spears. Quasi starts at the left-hand side of the screen and has to hop, skip and jump to the right where he can ring Esmerelda's bell for his points. If he rings five times in succession he's awarded a 'super bonus'. Between Quasi and the lady of his dreams there are 15 levels.

The battlements have three holes in which lurk the Count's helmeted guards. When Quasi enters on level one the guards seem to be away on their tea-break so it's a reasonably simple

GAME: ALPHA BLASTER
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS, JOYSTICK
FROM: SUMLOCK, £7.95

Alpha Blaster is proof positive that an Unexpanded Vic needn't stop you from being an inter-galactic alien smasher.

This is a very simple game, but the graphics are clear and flicker-free. The sound isn't anything to write home about, but you can't have everything in 3K, can you?

There's the usual laser base at the bottom of the screen, though this one is perhaps a little too wide for comfort. Nevertheless it moves smoothly and control is precise and responsive.

There are three attack waves to survive. In the first, the aliens move across the screen from left to right, slowly descending and dropping bombs. You must get them all before they reach the bottom of the screen.

The second wave have obviously been slightly intimidated by your vicious firepower. They hover about the screen, descending slowly. They drop bombs too, but you can avoid them easily.

The third level is perhaps the hardest. Meteorites rain down the screen, and you must either dodge them or destroy

GAME: DAM BUSTA
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: RABBIT, £5.99

No memory expansion and a two-screen game usually spell boredom for the games-reviewer. But surprise, surprise – three hours later and I was still glued to the screen, upsetting the office with frequent howls of frustration.

Dam Busta is an underwater demolition game. A frogman has to plant three bombs in the wall of a dam and escape before they explode.

On the first screen he has to swim from top-left to the exit through the rocks at the bottom right. The water is 'barracuda infested' – if these creatures seem to resemble overgrown tadpoles more closely than fish, then you must remember that this is a program for the unexpanded machine.

Your frogman is well-animated and you can easily discern his aqualung on the back of his stylish red wetsuit. He's armed with aharpoon and is pretty nifty at pronging the barracuda. His real problem is that he only has 60 seconds of air to complete the whole mission, so he has to continually surface to stock up with the breathable.

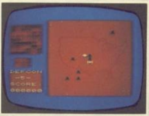
Once through to the second screen his task becomes very difficult. Here the fish are arranged in a tight, phalanx-like just do it as fast as possible.

If you shoot down a missile then you must solve a computer generated puzzle. All that you have to do is to quickly find a match to the shape the computer gives you. If you fail a new missile will appear.

And on it goes. More missiles appear, the puzzles get harder, and eventually a nuclear war erupts. So much for rescuing humanity, all you appear to do is to delay the holocaust by a few minutes.

Graphics and sound are rather weak, and without anything exciting in the game-play to hold your attention boredom rapidly sets in. **SNC**

GRAPHICS	4
SOUND	3
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	3



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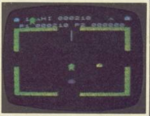
it from you and hides it again in one of the rooms.

On the first level the aliens just chase you, but they get faster, more intelligent, and deadlier as you go on. After level one they start firing at you as well.

Tower of Evil is simplicity itself to play. You're liable to run out of energy at times, but picking up a treasure gets you going again.

If you're the heroic type into storming castles and rescuing damsels in distress, then forget the Milk Tray and try *Tower of Evil* instead. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	7



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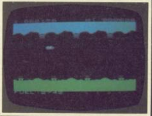
scoring with little fear of retribution.

Just before you run out of fuel, you get the chance to refill your tanks by collecting pods as they rush towards you. It pays to be fairly nippy otherwise the aliens get them first. During play you face a number of different opponents, but all adopt similar tactics and none are particularly exciting to look at.

On the other side of the tape is a game called *Planet Plakton*. It's a feeble version of *Missile Command* with the poorest of graphics.

Two games for the price of one sounds like a bargain, but in this case it isn't. **SC**

GRAPHICS	2
SOUND	6
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3



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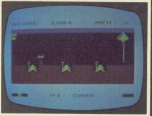
matter to get across using the jump and left/right keys.

By level two they've returned, refreshed, and Quasi has to leap over the spears. Things get more hectic on the third level with arrows whizzing towards him. On four the walls are invisible, on five the spears start to move up and down, on six fireballs zoom across at head height and by level 11 there are spears coming from both directions as well as all the other dangers.

On the whole the graphics are rather blurry, but the colours are bright and the sound is loud, if not subtle. **PC**

GRAPHICS	4
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	5



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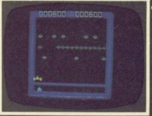
them. If you survive this level without losing all your three lives then there's a quick re-fuelling stage before starting again at the beginning.

The nice thing about *Alpha Blaster* is that although there are only three waves, there are also three graphic sets, and the graphics are redefined after each refuelling stage, so the game doesn't get too repetitious.

Alpha Blaster also gets faster the longer you play. People seem to be squeezing more and more into the unexpanded Vic. Sumlock's game squeezes with the best of 'em. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	6



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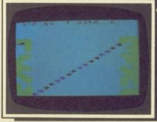
formation and fire their own harpoons. But if you can blast the boss barracuda in the third rank they become stationary and let you get on with your job.

Even more troublesome is the helicopter which comes whizzing over and bombs you – usually before you get anywhere near the dam to plant your bomb. If you do manage to leave a bomb, you still have to get back to the base before your air runs out and then do the whole business twice more.

Dam Busta is a compelling game, mainly because time is tight and the hazards are so tricky. The playability is well-supported too, with a display of quite nifty graphics and sound. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6



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Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.

New Bogy Men

Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.

New Bizy BeeZZzz

When teddy to the picnic went there came the smell of honey. So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.

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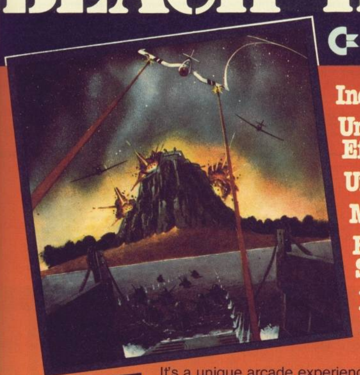

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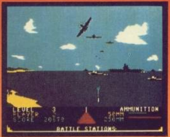

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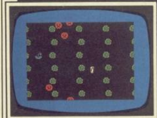
GAME: 3D LUNA ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, AGF, SINC, DATEL
FROM: HEWSON CONSULTANTS, £7.95

This is the latest in the Hewson Consultants Seiddab series and is fully compatible with the Currah Microspeech unit. For those of us without this facility, Hewson recommends removal of the lead to the tape recorder's ear socket. This results in a 'briefing' being heard through the tape recorder speaker.

After the briefing, *3D Luna Attack* becomes fairly standard 'blobchaser' fare. The objective is to penetrate three successive Seiddab defensive zones and then to destroy the command base. Recommended tactics are to avoid wast-



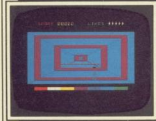
GAME: REVENGE OF THE KILLER TOMATOES
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: VISIONS, £5.95

This is a game with a scenario like one of those awful old horror films that some people like to watch on TV when they're too tired to go to bed.

The cast features killer tomatoes, manic mushrooms and psycho swedes, all gunning for the hero Smiffy.

He's a humble lad who's trying to make a living by pulling up the weeds in a cabbage patch. He earns £100 per weed, but loses £25 if he accidentally uproots a cabbage.

The first screen is a display of green cabbages on a black background. Smiffy's very nicely animated figure strolls



GAME: DISCO DAN
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CUR
FROM: GEM SOFTWARE, £4.95

With a name like *Disco Dan* you'll probably be expecting to find a teenage bopper going around his local discos. Well you'd be wrong. This Disco Dan is about to stop the Galaxy exploding and rescue all of its inhabitants.

A number of nuclear reactors in space have become very unstable. Dan must visit these reactors and deactivate them.

Once the patrol ship has dropped him off you find Dan in the hyper-tunnel that leads to the reactor core. Dan must run down this tunnel while avoiding potholes, lasers, and mutant pac-men. Dodge the potholes and pac-men and jump over the laser beams. The tunnel is represented in 3D with the nasties getting bigger as they come towards you.

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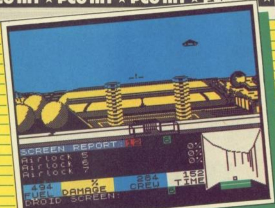
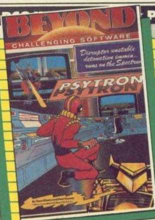
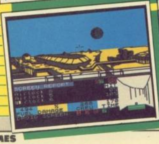



BEYOND
CHALLENGING SOFTWARE
Disruptor unstable detonation immin... runs on the Spectrum
PSYTRON



ing fuel and energy attacking outer defence zones (although destroying these does add to your score).

The main objective is to reach the command base and destroy it, allowing the player to get back to his/her base for refuelling. The first zone features DAB tanks, which may be destroyed by laser fire. Next comes a mountainous zone which contains aerial mines that explode if you pass too close to them. The third zone features self-activating missile silos. Finally, the command zone is the setting for you to make strafing runs on the Seiddab base.

Other hazards are enemy hoverfighters, which may appear at any time and will tempt you to waste energy by dodging them.

I found this game somewhat overcomplicated to play using the keyboard, but selection of the joystick option results in a fast-moving arcade game. Graphics are good, and I suspect that the Currah unit will add a lot to the enjoyment. **SM**

GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

---

round the scrolling landscape trying to get the weeds which sporadically appear.

But he also has to avoid the grim-looking tomatoes who'll chew him up given half a chance. It's not too difficult as they are pretty dumb fruit. When Smiffy's first day's work is done he goes back to face the additional problem of those psycho swedes. These are of a similar rotund shape but are yellow and look much happier with their lot in life.

However, they're no more intelligent and don't pose too much of a problem. Neither do the purple manic mushrooms which are the next hazard, although they do seem to have a little more grey matter.

Revenge is graphically very attractive and the scrolling is exceptionally smooth. Control is easy with the user-defined keys. There are ten skill levels and some good sound effects.

But the game is disappointing because there is not enough for you to do. Even at the fastest levels you're still waiting to be excited. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Once you've reached the Beam room Dan is kitted out with a laser and a radiation suit before being beamed down into the reactor.

The reactor consists of a number of coloured discs. Each of the discs has a number between 0 and 6 marked on it. A 6 means that the disc is about to explode and a 0 means that the disc is stable. By jumping around the discs he can reduce the numbers on them. The numbers eventually reach zero and stability.

To make life difficult for Dan a number of mutant atoms appear in the reactor. If these touch Dan his energy is reduced. A shot from Dan's laser will blast the atoms away from him.

At later levels Dan can expect visits from Ron the Robot. If Dan comes into contact with Ron he loses one of his lives. So Dan must use his laser to stop him moving around.

All of the graphics in this section move very well, the atoms spin and Dan rotates in response to the control keys. *Disco Dan* has obviously been derived from *Q*Bert*. However, enough new touches have been added to make it original and fun to play. **SNC**

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

★ PCGHIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: PSYTRON
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: BEYOND, £9.95

The two engineers who programmed this game are said to have spent 7 months full-time work on it. It shows. *Psytron* is one of the most ambitious and intricate games yet seen on a micro.

The Psytron is a super-computer which you use to run an advanced space station. The first thing you'll like about the game is the way the colony is drawn. From your position in the centre of it, you can look out in ten different directions (just press a key 0-9). Each of these ten views is an imaginative, high-resolution drawing showing such things as fuel tanks, the medical unit, the pleasure dome, etc.

The colony of course is under attack, your job is to save it. But the eventual skills required are so complex that the program sensibly introduces them to you one element at a time, by taking you through five training levels before you can begin the real battle.

In level one you have to destroy alien saboteurs which are being dropped into the colony. This involves using a service droid to chase them through the main circular corridor. A small panel on the bottom right of the screen gives you a nice 3D view of the action.

Level two is a good deal more difficult. It's a 3D shoot-'em-up in which your aim is to destroy the spinning alien ships as they zoom in to drop bombs on your base. What makes it difficult is that you have to keep them at bay on all ten different screens at once. Your only hope of avoiding serious damage is to learn which of the attackers are most dangerous and concentrate on them. The programme documentation, which takes the form of a large, beautifully produced booklet, could have been more helpful on this point.

In level three you must both do the shooting and chase the saboteurs. In levels four and five the strategy element of the game is realized. You can halt the action by going into 'freeze-time' and begin allocating men to carry out repairs and ordering fresh supplies from your mothership.

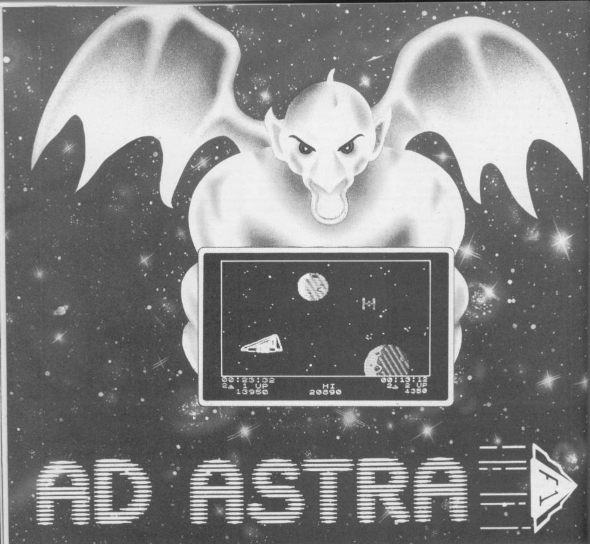
To get from one level to the next, you must achieve a sequence of five separate scores which average higher than the prescribed pass mark. Once you've done this however, you can save your 'service record' on tape and hence continue from where you left off when you reload the game. Nevertheless it's likely to take many hours of play before you can reach the real battle where your goal is simply to survive as long as possible.

Most games which try to combine arcade action with intricate strategy fail dismally. What makes *Psytron* special is the fact that its many elements are all linked to each other in a convincing way.

For example, damage to the supply port will hold up supplies, damaged airlocks will hold up the rate of repairs, a bombed freeze-time generator could prevent you entering freeze-time and a hit oxygen or fuel supply would jeopardize the entire colony. You must constantly decide priorities.

The effort needed to take on such a detailed simulation may not appeal to everyone. Players who like a game which gets straight down to furious mega-zapping are unlikely to have the patience for such a complex program. But for those who want a really meaty, long-term challenge, *Psytron* is out of this world. **CA**

GRAPHICS	9
SOUND	5
ORIGINALITY	8
LASTING INTEREST	10
OVERALL	9



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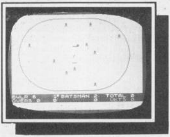
GAME: THE ASHES
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSONIC, £2.99



GRAPHICS	5
SOUND	3
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

This computer simulation of a cricket test series between England and Australia allows the user an unusual amount of control over the game. One of the ten different venues (five in England, five in Australia) may be selected, and the choice of ground dictates the tactics used when selecting teams.

The player has the option of using the (pre-Packer) teams already held in memory or selecting his/her favourite players. The game itself is essentially a more complex, computerised version of *Owzat!* but the refinements make for compelling play.

Bowlers may choose from a total of nine options governing line and length, and the batsman must respond with an appropriate stroke before the ball reaches the wicket. Fielding positions may be set and changed as needed, and there are full facilities for declarations and follow-on enforcement.

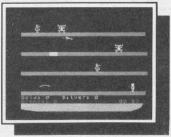
Weather will often play a major part, just as in the real thing, with a sudden downpour turning a docile batting strip into a 'sticky dog'.

The cassette inlay instructions manage to omit a couple of important batting strokes – notably the cut – but full details are contained within the program itself. Before any ball is bowled, a facilities menu may be accessed, giving full details of play to date.

All in all, *The Ashes* fulfils its functions admirably. Graphics and movement are, as you'd expect from a Basic program, a bit on the jerky side but are certainly adequate for the task, and the game itself can prove surprisingly compulsive to play.

As it stands, it is really a one-player game, with the same person taking the part of both batting and bowling sides. But the Interface 1 networking capability could enable some really enthralling two-player contests to take place. I found it one of the more enjoyable games I've seen for quite a while. Recommended. **SM**

GAME: OLYMPIMANIA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: AUTOMATA, £6.00



GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6

Even if only half the world competes at Los Angeles in this year's Olympics, Automata's latest offering will enable you to control that little cult figure the Pi-Man in his search for gold and glory in five Olympic events.

Now sober and fit, the Pi-Man is bidding for glory in the Pi Jump, Alpi Skiing, the Steepichase, the Pitathlon and the Butterpi.

As ever with the Pi-Man, things do not always go smoothly, and hazards to watch out for include Lurch the office parrot dropping steroids on the track, alligators and octopuses in the swimming pool, treacherous foreign competitors with no sense of fair play – in fact, just about everything you'd expect from the weirdos at Automata.

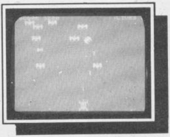
Controls are kept very simple – just S to start, 0 to make the Pi-Man run or swim faster, 6 to slow him down and 8 to make him jump or dive. There's a Kempston joystick option – but really in a game of this kind a 'stick is more of a hindrance than a help.

Scoring is kept very simple – each event gives the Pi-Man the chance to win gold, silver or bronze or to finish unplaced, and there is a 'world record' to set: this is an accumulated time for all five events.

The Currah Microspeech unit may be connected for better sound effects and, as always in a Pi-Man game, there is a free piece of 'music' on the flipside of the cassette. It's as excruciating as you'd expect.

It's certainly a novel enough game, and the simplicity of it means that its appeal is instant – but I doubt if I'll still be playing *Olympimania* when the real thing's on TV. **SM**

GAME: THUNDERHAWK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: LYVERSOFT, £5.95



GRAPHICS	4
SOUND	2
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

Just stop me if you've heard this before ...in this arcade game you are in command of the Thunderhawk, and you are the planet's last line of defence against the fiendish Glaxons who are swooping down on your home planet in the 'almost indestructible' Birdcraft.

To succeed in your task and to make the world safe for democracy and xenophobic, alien-destroying software manufacturers, you have to fight through five waves of attacking craft before attempting to destroy the command ship, which is impervious to assault anywhere except its centre.

Points are scored on the basis of 100 for each enemy vessel shot before it breaks out of the ranks and 500 for the faster, free-moving aliens, with the occasional mystery bonus.

It's not the fastest version of *Phoenix* I've seen, but the comparatively large size of your defending vessel means that it's all too easy to lose one of your five lives before you've even found the controls. The Kempston joystick option does make control easier, however. The use of colour is somewhat limited, although movement is smooth enough, and the sound is virtually non-existent.

Overall, I found *Thunderhawk* to be a rather drab and unexciting game. But hardened *Phoenix* addicts should get a kick out of it. **SM**

GAME: SPELLBOUND
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, KEMP, AGF, DOWNSWAY
FROM: BEYOND, £5.95

It's no joke being transformed into a slimy toad, so there's a lot of incentive to succeed in this *Q*Bert* spin-off.

The wicked old witch who's been messing around with your body chemistry is Griselda the Necromancer. She appears on screen, in hideous detail, to the left of the castle steps which are your escape route. She has a luminous green face, a nasty pointed chin and an evil grin as well as a bubbling cauldron containing the spells she casts onto the steps.

To the right of this 3D pyramid is the web of Manfred, Griselda's pet spider, where you are imprisoned if caught. The whole business makes escaping from Colditz seem child's play.

The game has 12 levels. On the first you begin at the top and have to colour all the steps, as in *Q*Bert*. Chasing after you are horned, yellow devils who move far too quickly for comfort. Practice and a few prayers should see you through this – it's the next level that'll have you tearing your hair out.

GAME: ZIG-ZAG
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: DK'TRONICS, £6.95

Yet another 3D maze game, but this one has some very nice touches.

You must patrol the corridors hunting down defenceless Scarabags, whose only hope of escape from your Electron Pulse Interrogator is to keep one step ahead of you.

Sooner or later, however, the poor creatures end up in a dead-end, at which point you give it to them between the eyes while they stand there with their teeth chattering.

Fire once and they will give you essential information on how to enter the next sector of the maze. Fire twice and you send the poor things to wherever Scarabags go to at the end of their brief and tragic lives.

The program is compatible with the Currah speech unit, with amusing results. As you wander round the maze it offers taunting remarks ('Coward') and if you corner a Scarabag it calls – understandably – for help.

However the real point of the game is to map out the entire maze in the limited time available. As you cover new

GAME: ANTICS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: BUG-BYTE, £5.95

It's a tough life being a bee. In this game's predecessor, *The Birds and the Bees*, you had to laboriously collect pollen from flowers while under constant attack from ferocious birds. This time it's even worse. Your mate's been stolen by ants and you have to wander around underground trying to rescue him.

What lies underground is in fact a string of inter-connected mazes populated by some nasty creatures and, surprisingly, a fair number of flowers. These flowers are important because your stamina is continually on the wane so you need to visit them for refreshment. Contact with nasty insects, especially certain spiderish ants, will draw heavily on your stamina, and once it runs out, you're finished and must start the game again.

Antics is basically another attempt at deepening the challenge of an arcade game by giving you a complex task to solve. You cannot simply take it one maze at a time, because to get from A to B on a single maze, you may have to go

GAME: AIRBASE INVADER
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CUR
FROM: CP SOFTWARE, £5.95

Instead of all that mindless killing of little green aliens, how about trying your hand at what CP Software claim is a 'non-sexist, non-violent, satirical, arcade adventure'.

Clones of 'President Raygun' are on the loose in the bunkers beneath Greenham Common. They are all set on pressing the red nuclear attack button, which would be the end of the world.

Just in the nick of time our heroine Peace Woman Annie arrives on the scene. She has worked her way through the barbed wire and sneaked past the guards. You take control of her just as she has entered the complex of underground bunkers and must help her to find the President and stop him from pressing the button by 'using her feminine charms on him'.

At this stage you'll probably think that you're in for a new kind of arcade game. Well you'd be wrong, all you get is an extremely good version of *Robotron*.

Each of the rooms in the complex contains a number of guards, ranging from a photographer called Harry Hardnose who follows Annie around, to Old Bill who just happens to be a bright blue colour.

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: MUGSY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MELBOURNE HOUSE, £6.95

Word is out on the streets of a new game from Melbourne *'The Hobbit'* House. Stunning graphics, unusual game concept, superb animation – *Mugsy* is definitely the Godfather of all strategy games.

Don't let the word strategy put you off, though. Whoever saw a strategy game with graphics like these? The scenes of downtown Manhattan – or is it the Bronx? – are simply superb. Some of the screens come to life before your very eyes, and the detail of the animation is extraordinary.

There are arcade elements as well in this excellent game as you struggle to stay alive in a battle with rival gangs, corrupt policemen, and even your own men (most of whom are distinctly untrustworthy).

Each year you must divide your bankbalance between armaments, protection rackets, buying up 'clients', and police corruption. You may also have to buy off assassination attempts by both your own men and the opposing Rocco's mob.

Should your followers become dissatisfied (which they do with predictable and sometimes unjustifiable regularity) you will be plunged into a brief arcade sequence in which you must get the better of a hired assassin.

If you fail, that's the end of the game. Otherwise you can proceed to yet new heights of glorious infamy. At the end of the year you are treated to one of two stunning graphic interludes featuring an animated shoot-out sequence.

My only quibble with Mugsy is that the interludes become a little repetetive after a while, but the printed responses to your inputs are superb and often very funny.

This game had me at gun-point for hours on end. In the end I copped it in the saloon with a score of 48%. But what a way to go!

SC

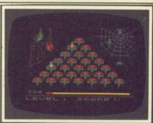
GRAPHICS	10
SOUND	2
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

Here the devils are supported by a gangling skeleton whose skull still seems to contain a number of brain cells. He (or she – it's difficult to sex a skeleton) will chase you into a corner if you're not very careful.

And now I have a confession to make; I couldn't get any further. Believe me, I tried. I suppose I'll just have to learn to love life as a toad.

Spellbound is a wonderfully innovative development of the *Q*Bert* theme with excellent graphics. It boggles the mind to think what Griselda's got cooking in her pot for the higher levels. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7

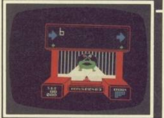


ground, the program draws a diagram of the maze in the upper half of the screen. You can use this diagram to navigate more efficiently and as a help in hunting down Scarabags.

You have a limited amount of energy available, and this is drained by killing Scarabags, by moving around too much, and by being attacked by the Hoverdroids who also patrol the maze.

Zig-Zag is attractively presented and very playable, though how long it will hold your interest depends more on your patience than on the challenge of the game. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

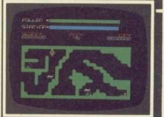


through several other mazes – each maze being a different screen.

Unfortunately, the game doesn't appear to map as straightforwardly as, say, *Jet Set Willy*. For example, if you keep going west, you end up in a maze which should have been way to the east.

Another trouble is that once you've solved the game it's unlikely to hold much further interest. But you won't solve it in a hurry. Even when you've found your mate you've got to guide him back to the surface, flying very slowly. With well over 20 mazes to negotiate, that'll take some doing. **CA**

GRAPHICS	5
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

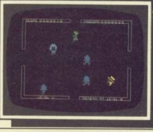


Of course dear old Annie isn't powerless against them, she's able to blow kisses at them – with devastating effect. Watch out for the nasty Iron Lady though, she's impervious to Annie's smackers.

An indicator at the bottom of the screen tells Annie where she'll find President Raygun. Travel between floors is by ladders that are situated around the complex.

A game that should appeal to just about everyone. If you happen to be a fan of the *Robotron* style of game then this is probably the best around for the Spectrum. Go and raid an airbase today, just don't let Old Bill catch you. **SNC**

GRAPHICS	8
SOUND	5
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8



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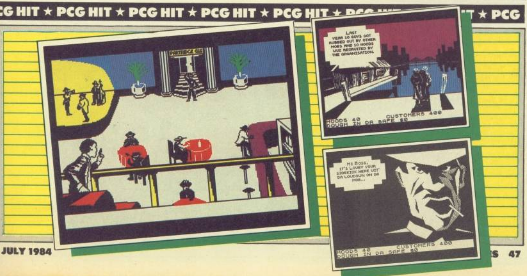
LAST YEAR 10 GUYS GOT RUBBED OUT BY OTHER MOBS AND 10 HOODS WUZ RECRUITED BY THE ORGANISATION.
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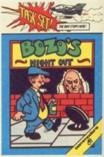

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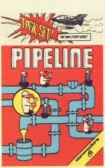
JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes – each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.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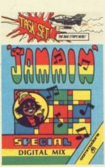
PIPELINE
commodore 64



TASK SET!
THE BUG STOPS HERE!
COSMIC
CONVOY
commodore 64

COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.

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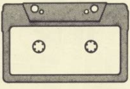

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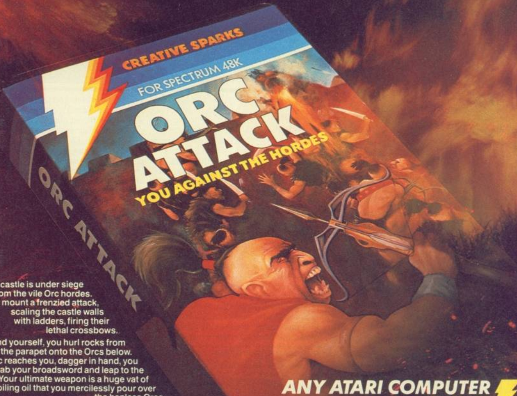

Your castle is under siege from the vile Orc hordes. They mount a frenzied attack, scaling the castle walls with ladders, firing their lethal crossbows.

To defend yourself, you hurl rocks from the parapet onto the Orcs below. If an Orc reaches you, dagger in hand, you grab your broadsword and leap to the attack. Your ultimate weapon is a huge vat of boiling oil that you mercilessly pour over the hapless Orcs.

This brings but a brief respite...out of thin air a Sorcerer appears and you have to pit your wits against his evil spirits. Only after fighting the living dead, the Stone Warts and the Demon Trolls will you be safe.

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CREATIVE SPARKS

GAME: SPACE WARP
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ACE, £2.99

This game would rate pretty low on a 16K machine. On a 48K machine it hardly rates at all.

Flickery graphics as aliens descend dropping bombs. You must dodge these and falling meteorites to preserve your one life. It amazes me that there are still programs like this trying to survive on the Spectrum market. **SC**

GRAPHICS	3
SOUND	3
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	2

GAME: LASERWARP
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: MIKRO-GEN, £6.95

The Master is trying to take over our 'pathetic universe'. As a 'supposedly competent fighter pilot' you have to defeat this megalomaniac. Basically, it's *Galaxians* with the twist that there are also objects to avoid as well as kill. Nine attack waves, colourful graphics and tolerable sound. And a £100 per month high-score competition. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

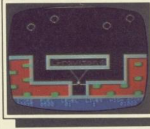
GAME: CHESS II
MACHINE: ORIC 1/ATMOS
CONTROL: KEYS
FROM: TANSOFT, £9.99

This is a chess program with a gimmick and the gimmick is...speech! You can barely understand it, but it's certainly there.

If you enter an illegal move it will utter something which you might just recognize as 'You can't do that!' If a Dalek with a sore throat played chess it would probably sound rather similar.

It's a good job the game has something to intrigue you, because as a chess program it's no great shakes. It has five levels, but none of them takes a sensible amount of time to move.

What the player wants from a computer chess game is an intelligent and



GAME: GRAVITOR
MACHINE: ORIC/ATMOS
CONTROL: KEYS
FROM: SEVERN SOFTWARE, £7.50

Cross *Asteroids* with *Lunar Lander* and the hybrid offspring will probably be something like this game.

Your mission is to destroy alien satellites and so prevent that alien takeover we've all been so worried about. To carry out your task you will have to complete three screens of difficult, but not very thrilling, action.

Your triangular ship begins in a narrow tunnel at the bottom of the screen. Using the rotate left and right and the thrust controls you must manoeuvre your way out and get to the four 'fuel-rich satellites' at the top of the screen.

This could take you some considerable time as the controls are tricky and none too responsive. Thrusting is al-

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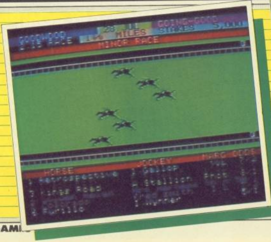
HIT ★

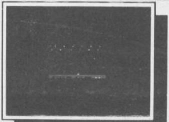


GAME: ALIEN ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CRSR
FROM: ACE, £2.99

Space Invaders with minor variations. You can't move and fire at the same time. Which is good for the aliens but bad for you.

The action is slow and jerky. The sound is Spectrum standard. The programmer can't spell. Three lives and five levels of play to choose from, but you should save yourself the bother. **SC**

GRAPHICS	3
SOUND	4
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	2

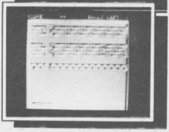


GAME: BLOCKBUSTER
MACHINE: ORIC 16/48K
CONTROL: KEYS
FROM: DREAM, £5.95

Excellent version of *Breakout* with eight different walls, good play options, and up to five balls in the air at once.

Breakout may be very old hat, but it's still a hypnotically playable game, and this version does a lot to re-establish its reputation. Especially recommended for 16K machine owners. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	5



reasonably quick reply. In general a response time of about 2 minutes plays a pretty strong game.

What you get here is a choice of 5 seconds, 40 seconds, 15 minutes, 50 minutes or 5 hours. If you've got any sense you choose 40 seconds but, unfortunately, you get a rather unsatisfactory game.

As White it played a game in which aggression bordered on the reckless blithely advancing and sacrificing pawns. As Black it showed ignorance of even the most rudimentary tactics by neglecting to castle, thus leaving itself open to an easy mate.

The program has all the usual facilities and has a clear display in yellow and black. Moves are entered using algebraic notation.

If the game had a sensible level it might have been good value. But unless you're prepared to do battle for several hours you're unlikely to get much satisfaction. **PC**

GRAPHICS	5
SOUND	5
STRENGTH OF PLAY	3
OVERALL	3

ways rather awkward in games like this. Sometimes you don't press hard enough and just drop like a stone; at other times you get your finger down and speed off to a fragmented death.

After much crashing into walls you will eventually reach the wide open spaces where those satellites are hanging. You avoid the UFO zooming across and touch a satellite.

Upon contact you are transported to the second screen, one of four jagged planetary landscapes. On the surface are four red fuel cells. You must position the ship above them and, using the tractor beam, collect them. This is none too easy since the screen is swarming with various hostile projectiles and that pesky UFO is still around.

Should you ever complete this stage you will then have to negotiate 'the spiral negative universe tunnel' before reaching another satellite system.

This game has some good ideas, but the quality of graphics and sound does not compensate for the difficulty of play. Growing frustration is all too likely to terminate your interest in the future of the universe. **PC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

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GAME: CLASSIC RACING
MACHINE: ORIC 1/ATMOS
CONTROL: KEYS
FROM: SALAMANDER, £7.95

Fancy a day at the races? Then gallop down to the shops for a copy of this game – it's an odds-on favourite.

This excellent program takes you and up to five of your friends through an entire season of between four and 16 meetings. Each meeting consists of six races.

Each player manages his/her own stable of 16 horses. By entering horses for different races, carrying different weights, over varying distances, and on different ground, you slowly build up a picture of your animals' strengths and weaknesses.

By the end of season you should be able to enter your best mounts for the great classic races, with enormous prizes at stake. Your object is to make more money than anyone else from a combination of bets and race winnings.

Classic Racing is essentially a strategy game, but it is one of the best I've played. There are many different factors to take into account, for once, you really do have to think hard and make some fine judgements.

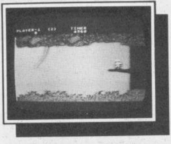
People who aren't actually playing can join in on the sidelines, analysing the form as the game progresses and perhaps even placing bets on the side. You can play on your own if you prefer, with the computer managing all the other stables.

Apart from the many menu screens giving you full information on the state of play, there's also a highly amusing and well-animated race sequence for each race. You'll leap to your feet as the leaders thunder to the finish.

A real thoroughbred, this. Beautiful to watch, a joy to ride, and strongly tipped to take first place in the Grand Oric National. Go for it. **SC**

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8

GAME: JUNGLE HUNT
MACHINE: ATARI 400,600,XL
CONTROL: JOYSTICK
FROM: ATARI, CART. £24.99



GRAPHICS	8
SOUND	5
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7

Cannibalism is alive and well and living in the computer games jungle. In this game your lovely travelling companion has been captured by savages and is about to be turned into a tasty stew.

To save her you'll have to swing through a forest like Tarzan, brave a crocodile-infested river, leap tumbling boulders and pull her from the cannibals' clutches.

Your quest begins deep in the jungle as, wearing your smartest safari-suit and pith helmet, you leap off a tree and grab the first of the swaying ropes which carry you to the river.

Two ropes are displayed at any one time: the one you're on and another swinging to and fro at the edge of the screen. Mastering the right moment to jump takes time – time you can't afford to waste since your sweetheart goes on the menu in 8 minutes. The animation here is excellent: the intrepid explorer flies through the air, sometimes only catching the last inches of the ropes. If you miss completely you plummet to the jungle floor – with a ghastly 'thud' shaking the whole screen.

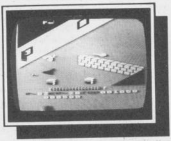
When you reach the last rope you dive off into the river, doing a fast costume-change into a red wet-suit. You can swim underwater but must occasionally surface to breathe. You have a dagger to stab the crocs in their 'soft, white underbellies' but, frankly, it's not worth the bother of turning them into handbags. You save time – and lives – by simply avoiding them.

On the far side it's *Donkey Kong* time as you hop over the rocks those cannibals have sent rolling down.

Finally you must jump over the hungry cannibals themselves and grab the lady before she's dropped in the pot. Bad timing here results in an unpleasant dinner for two.

This cartridge game is a high-quality version of the arcade original and cannot fail to please if you like energetic pastimes and exotic locations. Graphics and colour are excellent, but the sound effects are not so hot. **PC**

GAME: ZAXXON
MACHINE: ATARI 400,600,XL
CONTROL: JOYSTICK
FROM: DATA/CENTRESOFT, £14.95



GRAPHICS	9
SOUND	7
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	8

This is the official version of Sega's classic 3D arcade game, manufactured in the states by Datasoft and imported into Britain by Centresoft in their US Gold series.

It's a very faithful conversion that plays with great smoothness and has, even in the 16K version under review here, nearly all the features that you battled through in the arcades.

You control an extremely manoeuvrable aircraft and must penetrate two space fortresses and two expanses of outer space before getting the chance to destroy the Zaxxon robot.

These fortresses are peculiar and dangerous places with weaponry that is a mixture of the futuristic and the remains of a World War Two destroyer.

You begin in space. A meter at the side of the screen shows your altitude. Suddenly you encounter a wall, the first of many. You climb and then swoop down to destroy the gun emplacements. To maintain fuel levels destroy the red fuel tanks.

So you weave from side to side, climb and dive – all the time blasting away and dodging enemy fire. Eventually you reach the end of this blue corridor.

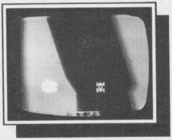
One last wall to climb over and you're in outer space. Here, blue enemy fighters zoom out of the darkness. Destroy as many as you can.

Now you reach the second fortress. It's similar to the first, but much more difficult because all the walls now have a force field at the top – there's only the narrowest of gaps to squeeze through.

This takes a lot of practice. If you succeed you will encounter the Zaxxon Robot whose destruction is your ultimate goal. Kill it and you can go through the whole business again – at a higher level of difficulty.

Zaxxon is a very classy shoot'-em-up. It provides a real challenge, is beautifully smooth to play and should keep you busy for hours. **PC**

GAME: ROADER
MACHINE: LYNX 48/96
CONTROL: KEYS
FROM: FL SOFTWARE, £5.95



GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

Roader is a straightforward racing game where you control a car as it speeds along a track avoiding obstacles and other vehicles.

The road scrolls vertically down the screen, twisting from side to side. At times – and especially in the later stages of the game – it narrows right down to single-track width, making careful driving essential.

Houses and trees scroll down the border of the display. Rocks and oil slicks threaten the unwary driver. Driving over an oil slick causes you to lose control of your car temporarily.

Sensibly placed keys enable you to steer right and left, accelerate, and brake. There appear to be only three speed settings but the fastest should satisfy even the most demanding champions.

You only have one life, but you don't lose it by going off the road, unless you collide with a house or tree. The occasional petrol pump enables you to refuel if you're running low.

Roader is a rather ordinary game by comparison with the software available on other machines but it should give Lynx owners a good ride. **SC**

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GAME: MISSILE CONTROL
MACHINE: ELECTRON
CONTROL: KEYS, JOYSTICK
FROM: GEMINI, £9.95

This is an inspired version of that arcade champion mega-blast, *Missile Command*.

And when I say inspired, I mean inspired. As a long-standing fan of the arcade game, I was very impressed with Gemini's version. The graphics are almost as good as the original, the sound is adequate, and the action is excitingly and sizzlingly fast.

Just in case I'm preaching to the unconverted, let me point out that in *Missile Command* – sorry, *Control* – you move a cross-sight about the sky, blasting the enemy missiles that threaten to destroy your cities below.

You have three missile bases, each with a limited number of missiles. You can choose which base to fire from. At the end of each round you get bonus points depending on how many missiles are left unused, and how many cities you've saved. You must also contend with bombers and 'smart bombs'.

I have but one complaint about this version. The control keys. Okay, so I'm used to using a track-ball, but even so the keys on offer here are pretty abys-

GAME: STAIRCASE STAMPEDE
MACHINE: BBC
CONTROL: KEYS
FROM: COMSOFT, £7.95 CASS,
£10.95 DISK

This program just goes to show that you don't have to be original to turn out a decent game. If you've played *Q*Bert*, MRM's *3D Munchy*, or Virgin's *Cruncher* then Comsoft's game will hold no surprises for you.

Here's the plot. On a colourful grid a little man (that's you) must move from cube to cube. As he does so the cubes change colour. As soon as he's coloured the lot he's on to the next of nine screens.

Right from the start you're pursued by Horrible Harry, whose presence on the same cube as you has a serious effect on your health. You only have three lives and Harry's pretty nimble, but his wanderings are fairly predictable so you're in with a good chance.

In the third screen Harry is joined by Helpful Horace. This unpleasant looking character lives up to his name by changing your carefully painted squares back to their original colour. Bumping into him is fatal, and his movements are wildly erratic.

GAME: EAGLES WING
MACHINE: BBC
CONTROL: KEYS
FROM: SOFTWARE INVASION, £7.95

Eagles Wing gives you a scrolling aerial view of a river above which you fly in your strike plane, *Scramble* fashion.

Enemy gun emplacements, dams, patrol ships, planes, and missile bases all appear on the screen. You must destroy them using missiles, or shells from your cannons.

In play the main problem is in getting used to firing controls. There are no less than three different buttons to press, depending on what you want to hit. Missiles will destroy ships, shells will destroy most other things, but if you want to hit an enemy plane then you have to use the button for air-to-air cannon fire. All rather confusing when you're under attack.

Other controls include accelerate/decelerate, sound on/off, and 'escape' to quite game. There is a demo mode at the beginning which you can skip if you want to.

As the game progresses, a status display at the top of the screen tells you your score and how much ammunition and fuel you have left. Damage inflicted

GAME: SCREWBALL
MACHINE: BBC
CONTROL: KEYS
FROM: MRM, £5.70

This is an aptly named game, since you're likely to be driven bananas by the infuriating challenge it presents.

Screwball is essentially a spin-off from *Q*Bert*. In that game you had to colour the squares on a 3D pyramid while avoiding various fiendishly bouncing opponents (principally Coily the spring).

In this program the squares are arranged in a rectangular pattern so that the screen looks more like an Aztec than an Egyptian structure. But enough of architecture.

'You are Screwball: you have 60 seconds to change the colour of all the squares that surround you.' Simple enough, if it weren't for those pesky Black Bugs. These are little black creatures with startling red hairstyles, reminiscent of Denis the Menace's dog, Gnasher. They move very quickly from their perches at the four corners of the rectangle and jump on you if you find yourself adjacent to them.

However, Screwball is not defenceless, for he is half man, half corkscrew. A swift press on the space bar and he has dug a hole into which a Black Bug can tumble. Pausing to drill, of course, takes

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GAME: BLAGGER
MACHINE: BBC/ELECTRON
CONTROL: KEYS
FROM: ALLIGATA, £7.95

Already available on the 64, this has to be THE *Manic Miner* game for the Beeb. Alligata have squeezed no less than 20 screens of tortuous action into this game, making it a real challenge. Conquering every level will take you a long, long time.

Blagger – in case you didn't know – is East End slang for 'Burglar'. You must live up to your name by collecting keys to open a safe and move on to the next level.

There are four keys on each screen, and getting them isn't at all easy. The display is broken up by platforms, conveyor belts, and moving ladders. You must climb or jump from one level to another to collect the keys.

Some platforms collapse once you've crossed them and cannot be used for a return journey. Worst of all, each screen is patrolled by sprites of various shapes and sizes. They may look harmless enough – after all, who's afraid of a toffee? – but they kill on contact. Timing is crucial to get past them without losing one of your four lives.

As you work your way through the different levels, you'll encounter model trains, flying saucers, mad nightwatchmen, and other hazards. To make things even more difficult, there is a time-limit on each screen.

My only gripe with *Blagger* is that every time you lose a life you have to start all over again on the first screen. There's also no way of turning off the sound effects, which get a bit irritating after a few hours play.

But as one of the very few multi-screen games available on the BBC machine these minor negative points aren't worth too much fuss: this is a great game.

Definitely a best buy for the Beeb. A game to beg, borrow or blag.

SC

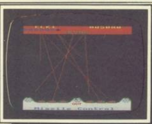
GRAPHICS	8
SOUND	4
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8

mal. Luckily there's a joystick option, but if you're stickless you may well end up fingerless as well – YOU try playing a game that uses CAPS LOCK, A Z, SPACE, /, and the horizontal cursor keys!

Gemini have included an option that enables you to fire missiles from whichever base is closest to the target. Fine for novices, but not much use at the higher levels.

There are four levels of play to choose from. If only you could choose your own keys as well. The joystick play though will give you magnificent zapping. *Missile Command* fans should definitely set their sights on this one. **SC**

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	8
OVERALL	7

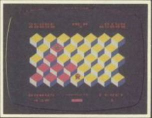


You'll also have to cope with bombs, which you must defuse as quickly as possible by treading on them, and in the later stages you'll be pursued by an intelligent boot.

The graphics and sound in *Staircase Stampede* are truly excellent. You can pause the game, or turn off the sound if you wish. Another nice feature is that you can choose which level you want to start on.

Like many simple games, *Staircase Stampede* is a great entertainer. You won't get anything startling but you will get a game to keep you on the hop. **SC**

GRAPHICS	7
SOUND	7
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	7



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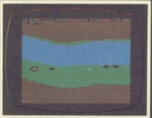
by the enemy is also indicated, and once you have amassed 99 damage points your plane explodes.

The game also finishes if you fly into the walls of the canyon that borders the river. Running out of fuel is fatal as well, and in *Eagles Wing* the only way to get a refill is to score 10,000 points, whereupon another plane edges towards you. Dock with it and you can refuel your tanks. You get a chance to redock every 10,000 points for the first 100,000 points, and every 20,000 after that.

Eagles Wing is eminently playable but don't expect any surprises. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6



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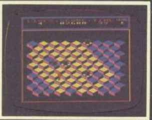
time, so you have to be careful when you do it.

There are several levels in the game; from the second one large gaps appear in the structure, making your task rather more difficult. There is, though, a hyperspace button – but this should be used sparingly.

Instead of leaping around free as the wind, you can just as easily end up trapped by bugs in a corner, or even falling down one of the holes you've previously drilled.

As with *Q*Bert* key control takes some getting used to – all movement is diagonal. But once this problem is overcome the game can become hectic and compulsive. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7



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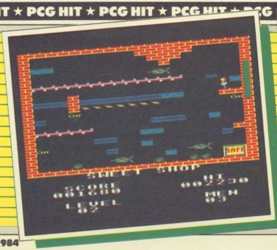
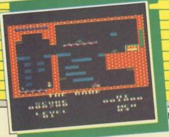


SPACE TO START
SCORE



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What can we say?

TOP 45780
TIME 58
LAP 39 22
SCORE 17582
SPEED 185 MP

We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

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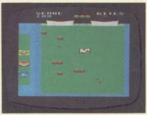


GAME: BED BUGS
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: OPTIMA SOFTWARE,
CASS. £6.95, DISK £8.95

Optima have been trying to spread rumours that Mary Whitehouse is investigating this game. I can't imagine why. Squalid it may be, 'dirty' it isn't.

The display shows a large, apparently empty bed. Beside it are arranged a telephone, a sponge, a jam sandwich and a set of dentures. Suddenly things come to life a bit, with fleas appearing and hopping around on the blankets, and the occupant's foot shuffling around at the bottom end.

The mess and clutter of your possessions then becomes an 'armoury' for fighting the pests. The jam sandwich is

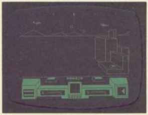
GAME: ANSWER BACK SENIOR QUIZ
MACHINE: BBC/ELECTRON
CONTROL: KEYS
FROM: KOSMOS, £10.95

Computer quizzes are usually unsatisfactory, mainly because you never seem to get enough questions to make up for the trouble of loading it. You end up wishing you'd bought a book.

But this one is rather different. It contains 15 different files, each with 50 questions. That makes a total of ... 750. Which isn't at all bad.

The program styles itself 'The ultimate educational quiz for ages 12 and over.' Well, I'm not sure about that 'ultimate', but it's certainly difficult enough to stretch anyone's general knowledge.

For example, do you know what realgar is? I do now, but I certainly

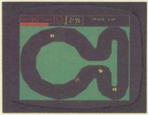


GAME: 3D TANK ZONE
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: DYNABYTE, £8.95

You'd be forgiven for thinking that this was a version of *Battlezone*. There are similarities, but *3D Tank Zone* isn't nearly as good a game as its arcade predecessor.

To start with, you're not in a tank, you're in a gun emplacement, so you can't move about – you can only rotate. The display doesn't scroll, it merely offers you four different view-points. Your task is to blast away at the tanks and planes which cross your field of view and take pot-shots at you.

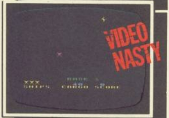
There are four indicators at the bottom of the display. One shows you which direction you're facing in, two



GAME: STOCK CAR
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: MICRO POWER, £7.95

An enjoyable, if not very sophisticated, game for one or two players. The modern version of the chariot race allows you to bash other cars in your bid for glory. Oil patches provide hazards and you must change through four gears to alter speed. Six tracks are on offer. Graphics and sound are clear but rudimentary.
PC

GRAPHICS	4
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5

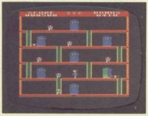


GAME: ASTEROID MINER
MACHINE: BBC
CONTROL: KEYS
FROM: OPTIMA SOFTWARE, £8.95

A slow, flickery, uninspired version of *Asteroids* where you collect meteors rather than shoot them.

My uncle Billy produces programs like this at parties, boasting that he 'wrote them all himself using Basic'. They're embarrassingly awful, and this one's not much better.
SC

GRAPHICS	2
SOUND	2
ORIGINALITY	4
LASTING INTEREST	1
OVERALL	2



GAME: SPOOKS AND SPIDERS
MACHINE: BBC
CONTROL: KEYS
FROM: SOFTWARE INVASION, £7.95

Another ladders-and-platforms game, but this one rates higher than most. Move up and down the screen avoiding ghosts and spiders while rescuing captive princesses from dungeons. Quite tricky, especially at the higher levels, with strong graphics and frantic action.

There are lots of games like this for the BBC, but this is one of the best.
SC

GRAPHICS	7
SOUND	4
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	7

used for swatting fleas, but leaves blobs of jam on the bed. These can be wiped up with the sponge. The dentures will dispose of bed bugs, which turn up later, and the telephone is for calling for help.

Having selected your instrument you then move it around squashing the pests. Swatting the fleas isn't too difficult, but you must be careful not to fall out of bed and must avoid the jam patches. You must also avoid swatting your own feet. Any one of these misdemeanours costs you one of your three lives. If the fleas get in eight bites the game finishes. The bed bugs appear later on, and one bite from these ends the game.

If you get into trouble, you can use the 'phone. You'll get either a wrong number, all your bites cured, or all pests on the bed destroyed. You can do this as often as you like.

The trouble with *Bed Bugs* is that, although it's highly original it doesn't have the compulsive, habit-forming quality that makes a good game. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	3
OVERALL	5

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didn't before. And what sport used to be known as 'sphairistike'? You get a bit of help here because it's one of those questions where you have to fill in missing letters to get the answer.

Another feature which makes the quiz more fun than others is the display. The questions are written by a robot standing on a blue planet with three craters. If you get a correct answer an alien craft takes off from the left. By pressing the space bar the robot will shoot it down with his laser – but you must hit it so it lands exactly in the middle of the central crater.

Other good points about the program are that you can add or delete your own questions and even create entirely new quizzes. The game comes attractively packaged and with clear instructions.

Subjects offered include Know Your Language, Sport, History, Films, TV and Theatre; there's something for just about everybody. And some of the questions are truly obscure, I mean: what on Earth is an orfe? **PC**

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

---

others show you the firepower and shields you have left, and another gives you a long-range scan (on which only the tanks show up).

The tanks are your worst enemy. Their firepower is greater than the planes, and you have to expend more energy blasting them. Hitting them isn't easy at first while you get used to the perspective of the display. After a while though you can pick them off with ease.

One good feature of the game is that you can choose whether to be attacked by tanks, planes, or both. That means you can get in some practice against the different enemies before taking on everything at once.

Actually playing *3D Tank Zone* isn't much of a thrill however. You just sit there shooting tanks and hitting the occasional plane.

There isn't anywhere to go, and what there is to do doesn't get the adrenalin running. A game that looks good, but won't have you gripping the edge of your seat. **SC**

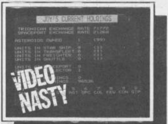
GRAPHICS	7
SOUND	6
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	5

GAME: INTERGALACTIC TRADER
MACHINE: BBC
CONTROL: KEYS
FROM: PROGRAM POWER, £8.95

Sci-fi trading game that sells out to poor presentation, limited policy options, and dull, repetitive scenario. Big business has got to be more fun than this.

Up to nine players must hire transport and mine asteroids in an attempt to build up bank reserves totalling 2,500,000 Trigons. It's a mystery as to what you can actually spend them on. As strategy games go, this one went. **SC**

GRAPHICS	NONE
SOUND	1
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

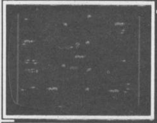


GAME: JUNGLE JIVE
MACHINE: BBC
CONTROL: KEYS
FROM: VIRGIN, £7.95

Rush up and down the centre of the screen blasting animals as they wander about from side to side. The graphics aren't anything to write home about, and the sound is only average.

If you enjoy wholesale slaughter then you'll probably have a good time. If you're in favour of conservation then leave well alone. **SC**

GRAPHICS	4
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

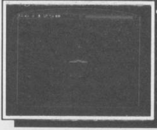


GAME: OMEGA PROBE
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: OPTIMA SOFTWARE,
CASS. £6.95, DISK £8.95

Shoot-'em-up with good graphics and zappy sound. Your ship sits in the centre of the screen while the universe scrolls about you in all directions. It's mind-blowing man.

Blast saucers, ships, and photon bolts to stay alive as long as your shields hold out. Completely mindless, compulsive and playable. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	1
LASTING INTEREST	8
OVERALL	7



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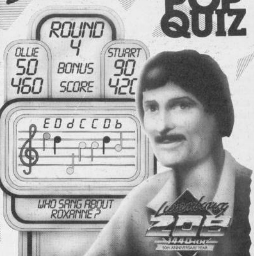

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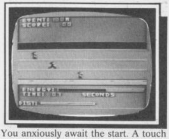
GAME: SPORTING DECATHLON
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: PARAMOUNT, £6.50

GRAPHICS	3
SOUND	4
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	2

In this Olympic year a program that offers you the chance of competing in ten different events ought to be a medal winner. Emulate the feats of Daley Thompson without even raising a sweat.

Unfortunately, this program is unlikely to win even a plastic medal on school sports day. It appears to be mostly in Basic, has a dull display and gives the 'armchair athlete' it claims to be written for very little in the way of a challenge or test of skill.

First event in your far from gruelling day is the hurdles. The track is blue – obviously some sort of synthetic surface.



You anxiously await the start. A touch on the joystick and you're off. But what's this? Good grief! The hurdles are coming towards you! It's disturbing, to say the least – like running a race on a conveyor belt.

At the bottom of the screen is your strength indicator. Go too fast and the message is displayed: 'You have run out of energy…no points'.

Well, better luck in the 100 metres perhaps. Here you have two opponents, but it's very easy to leave them standing. Careful not to use up your strength though – keep just in front of them.

And now for the first field event, the javelin. All you do here is try and release the joystick button when the flashing strength indicator is longest. It's more a matter of luck than judgement.

And so it goes on through the ten events. The game is ludicrously dull, the graphics are jerky and it's enough to put you off sport for the rest of your life. **PC**

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: TOUCHSTONE
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

GRAPHICS	9
SOUND	6
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	8

Once loaded you'll find your man inside a maze. OK, so there's nothing new with that, but have you ever been in a maze when you've been equipped with a ray of light that shoots from your eyes killing everything in its path?

As your man moves around the maze, monsters appear from the 'poof chambers' which are situated at different points in the maze, usually right in your way. Never mind, don't forget about your light-firing eyes.

There are five different monsters in the maze and all of them are well animated. The nasties are a squirming snake, a creeping spider, a rolling ball, a fluttering butterfly and a 'spastic spark'. Not all of the monsters appear on the first level and so you must get to higher levels before you see the whole bestiary.

When things get too hot, or there's no route through the maze, you can enter a 'zoom' chamber and you'll be teleported vertically. The monsters will be left behind, fuming – they can't use them.

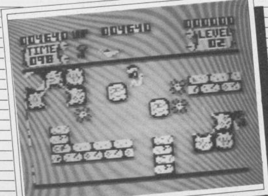
Another way of beating the monsters is to freeze them by pressing the 'space' bar. For 5 seconds they're sitting ducks while you scurry off to a safer spot. Of course, your power to freeze the nasties is limited – to three times – you get one replacement freeze spell every 50,000 points. Some players may feel this facility is a cheat, but it'll appeal to the ruthless and the cowardly.

Of course the maze is abundant with the obligatory treasures. And don't forget to pick up the keys which you will need to get out of the mazes.

All action in the game is very smooth. The monsters wriggle and roll as they chase you and when you reach the edge of the screen even the maze scrolls smoothly along with you. In fact the quality of the graphics in this game is very high and you'd probably have great difficulty finding a game on the Dragon with graphics to match.

You will have to travel through 11 different levels of the game before you see the touchstone mentioned in the title, a pleasure I have yet to enjoy.

Probably one of the best games around for the Dragon. And an excellent arcade-adventure by any standards. It's good to see that this machine has the same games potential as other popular micros. Well done, Microdeal. **SNC**



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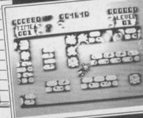
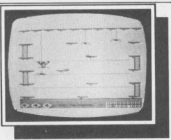
LEVEL 01
TIME 001



GAME: CRASH
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00



GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

The title of this game doesn't refer to any little problems you might have in loading it – in fact, it loads easily – but to an unfortunate accident that a certain Mario has while flying over the Amazonian jungle.

Mario may be an old friend to those who have played Microdeal's *Donkey King* and in this game his task is rather similar; to escape through various combinations of ladders, levels and monsters.

The game begins with a pretty organ tune and Mario baling out in his parachute. The player can then select one of the four screens or play them in sequence.

The first is made up of ladders and small fragments of cliffs. Mario must work his way across and up by using the ropes which appear on pressing the joystick button. Spiders bounce up and down on threads and venomous coily snails spring around unpredictably.

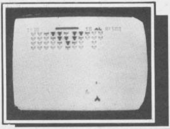
Screen two is similar, but this time the ladders are connected by platforms. These are infested with nasty frogs over which Mario must jump.

The next screen is the most interesting. At the left is a large tree with a branch protruding. Mario is stuck on the top and has to leap off, open his parachute and land in the boat floating in the waters below. If he times his jump wrong he either gets tangled in the branch or gobbled by the Amazonian bird of prey fluttering around in the sky.

The last screen is yet another levels and ladders display where Mario must jump – now over monkeys and spiders.

Crash has a choice of screen backgrounds and if you choose buff you will get some pretty graphics. But the hero himself is undistinguished and looks a bit like the frogs he has to avoid. Sound is a series of blips and bleeps. It won't drive you wild with excitement but may prove enjoyable for graduates of the *Donkey Kong* school. **PC**

GAME: GALACTICANS
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: SOFTEK, £6.95

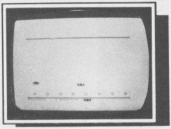


GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

At least no-one will be deceived by the name of this game: you ought to know that you'll be getting a version of *Galaxians* – and that's just what you get.

A pretty poor one too. Red, green and yellow aliens are in rows at the top of the screen. You'd expect them to have a virulent hatred of the human race. But they don't seem to have their hearts in it. Occasionally one peels off, loops the loop and attacks your laser base. Need I say more? No. **PC**

GAME: COSMIC CLONES
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: DRAGON DATA, £7.95



GRAPHICS	4
SOUND	5
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

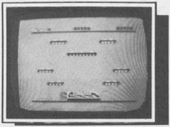
Not a game about interstellar genetic engineering, but rather a clone of the *Invaders/Galaxians* theme.

A Clonial Death Layer starts at the top of the screen and slowly descends with each attack wave. You shoot the aliens, who sometimes mutate into double bombs.

The graphics are colourful and varied but not very original.

Lots of things to blast, lots of things to avoid in this really quite reasonable shoot-'em-up. **PC**

GAME: CUTHBERT IN SPACE
MACHINE: DRAGON 32
CONTROL: JOYSTICK, KEYS
FROM: MICRODEAL, £8.00



GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

Boy wonder Cuthbert makes it to space in his latest adventure. Landing on various strangely-named planets – all rather similar – he has to fly around collecting fuel and return it to his mother ship. There's some noisy and satisfying zapping to be done here.

Next job is looting the planet while dodging the Intergalactic Police Force. Plenty of whirling aliens to blast in this fast but none too varied game. **PC**

GAME: STAR FIGHTER
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4

This is a very smooth-moving, but pretty dull version of *Scramble*. You pilot your ship over the bumpy terrain trying to shoot the enemy craft.

This is not so easy since your laser has an extremely limited range. Aliens are of only three types. **PC**

GAME: LOCO
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

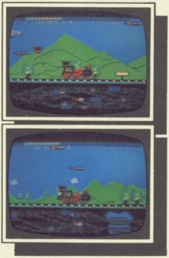
Once upon a time people used to buy clockwork Hornby trains to while away their evenings. Then, just as they were getting bored with winding them up, along came the sleek electric models. Now engine-lovers everywhere can return to the age of steam with the most delightful railway entertainment yet: *Loco*.

The hero of this new, computer-generated drama is a stunningly beautiful, steam-powered locomotive. The moment it begins rolling forward, pistons pumping, you're guaranteed to fall in love with it.

You'll also be heart-broken when, a few seconds later it gets blown up. Yes your loco is under attack. Biplanes, zeppelins and track-cars are out to destroy it. You must use puffs of smoke and spurts of steam to blow them out of the sky or off the rails.

The action is displayed using an attractive split-screen format. The bottom half of the screen shows an overhead view of the network of tracks your engine is moving through, the loco being depicted in miniature in the middle. The top half is a close-up view of your train from the side complete with a colourful, scrolling background, drawn in attractive detail.

The approach of danger is first indicated on the bottom picture. You see planes zooming in on you from behind, or balloons approaching ahead. You can't do anything about them until they appear in close-up. Then you must act quickly. Your loco can destroy them with smoke, but only by puffing it to the correct height. This is varied according to how long you hold down the fire button before releasing.



● **Puffs of smoke blast the biplanes and airships**

Should you fail to hit these aircraft, they begin to drop huge bombs which will blow your loco to smithereens.

The skill of the game lies in keeping track of several things at once. While aiming at balloons and aircraft on the top screen, you must also keep an eye out for the head-on approach of hand-pumped track-cars on the bottom screen. These move quickly and must either be avoided by choosing the right path through the rail network, or blown up by spurts of steam from the front of the hurtling loco.

Meanwhile, to keep your nerves from cracking, your entire journey is accompanied by a virtuoso rendering of part of Jean-Michel Jarre's LP 'Equinox'. Although the ethics of ripping off the work of living musicians is questionable, the result is some of the most attractive computer music ever. It gives the game a bubbling, zestful atmosphere. And the further you are through the piece of music the nearer you are to your goal: which is to steam by a total of eight stations.

Once you've done this, you move up a level and have to cope with squadrons of planes, increasing numbers of airships and more deadly track-cars.

Although the game feels different from anything else on a micro, it isn't in fact any more original than its music. *Loco* had a previous existence in the arcades and has simply been copied (with great skill) by programmer Tony Crowther. Still, if you accept that arcade games are a year or two ahead of computer games in quality, Alligata can take credit for being the first company to make this particular conversion.

The only reservation I have is that the game may not offer as much of a long-term challenge as some recent releases.

On the other hand you can get tired of complicated games. This one's simple, dazzlingly entertaining, and immediately lovable. So climb aboard – and go steamin', rollin' ... and blastin'! **CA**

GRAPHICS	10
SOUND	10
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	9

'Cheating's more fun!'

How long would it take YOU to program a game like *Loco*? A year? Six months? Eighteen-year-old Tony Crowther polished it off in two weeks flat. He first saw the game in the arcades. 'I liked the sound so much I was dancing while I played,' he said 'and then six months later I was sitting in the car with a friend when we turned on the radio and heard this music...suddenly I remembered where I'd heard it before.'

Tony decided on the spot to produce his own version of the game and went to work straight away. 'I work on the floor of my bedroom – where I keep falling asleep. I usually start at six in the afternoon and often go on until six the next morning.'

'I'm actually rubbish at playing games,' he admits. 'When *Manic Miner* came out the first thing I did was break into the program and give myself more lives. I think cheating's much more fun!'

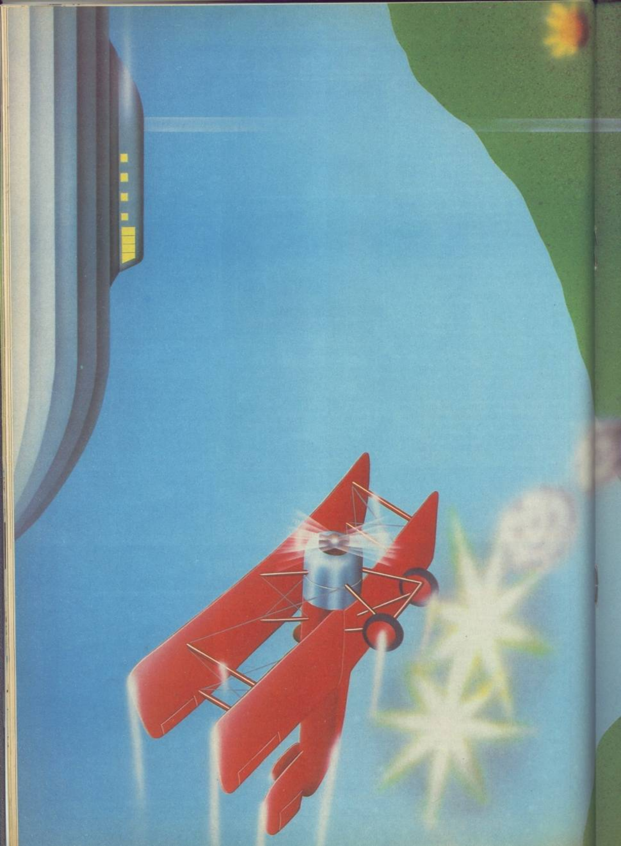
Meanwhile the future's certainly looking bright for Tony, who postponed entry into art college to concentrate on programming. Like many programmers, he started on a Vic 20 and then graduated to a 64. Over the course of just a few months he's turned out a string of successful games for Alligata, including *Blagger* and *Son of Blagger* as well as *Loco*.

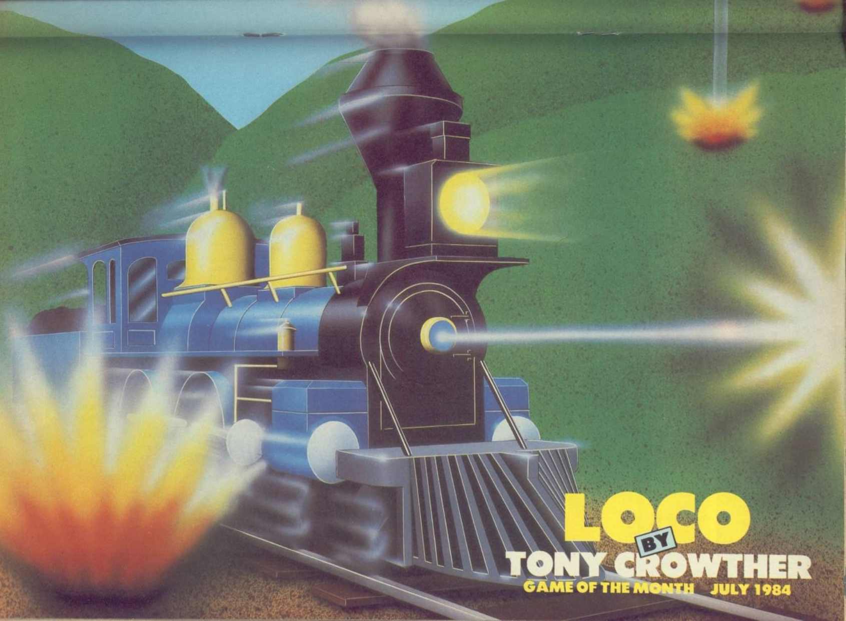
'My parents thought it was all a joke, but then suddenly everything fell into place. I used to earn £5.00 a week, but now I enjoy life, doing what I like. I just make the most of it ...'

From student to star programmer, Tony's definitely a man on the right track.

WARNING! this software bi

● **Tony Crowther – a bright future**

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BY
TONY CROWTHER
GAME OF THE MONTH JULY 1984

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Software stars reveal the

MY FAV

Henry Smithson

Audiogenic director

Favourite game: Hunchback (Ocean)

'I can't think of anything that's really zapped me that isn't one of ours, but I must admit I do like Ocean's *Hunchback*. I think it's very playable and I like the way it's presented on the screen.

'As far as I'm concerned the important thing is clear-cut graphics, and of course sound is important too, to complement what you're seeing. A lot of these so-called mega-games don't appeal to me. I like something that's immediate and doesn't require any effort. Maybe it's because I'm a jaded cynic!'

Jeff Minter

Llamasoft owner and programmer

Favourite game: Star Raiders (Atari)

'That game is ace. It's brilliant, It's the only one of these 3D so-called games which actually works.

'Basically, it's a *Star Trek* game in real time. You've got an out-of-the-window cockpit display with the stars streaming past you. There's also a galactic map, long and short-range scanners and damage control status display. You're battling against enemy fighters which are out to surround your bases.

'The action is amazing. It's got elements of strategy and arcade play. There's also nice touches of humour at the end when you're awarded a rating. My highest is warrior class on a commander mission. One time I would have got commander class one, but I had to break off to go to the dentist!

'The incredible thing about *Star Raiders* is that it was written in 1979 when everyone else was playing *Space Invaders*. It's crammed into 8K – I don't know how they did it.

'Everyone's starting doing 3D games now, but the attempts to copy *Star Raiders* on the Spectrum don't compare. Although it's four years old, I still play it quite a lot. I haven't seen a game to top it.'

Andy Walker

Taskset supremo

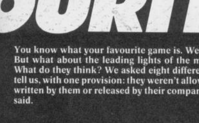
Favourite game: Loco (Alligata)

'My favourite game? Oooh! That's difficult. My Godfathers! Well ... I like *Loco*. It's extremely pretty, but it's also clever and the screen handling is very good. As far as playing games is concerned, I've probably played *Atic Atac* more than most, but that's not a very original choice, is it? It's certainly very playable, but I've never got out and I don't know anyone who has. But *Loco*'s definitely my favourite as far as looks go. It's a very good version of an arcade original. The arcade version never got off the ground, though I can't think why – it had excellent graphics and sound.'

he programs they enjoy most

VOURITE GAME

You know what your favourite game is. We know what ours is. But what about the leading lights of the micro games world? What do they think? We asked eight different software stars to tell us, with one provision: they weren't allowed to name a game written by them or released by their company. This is what they said.



John Gibson

Imagine, programmer of *Zzoom*

Favourite game: *Mule*

'I don't play games a great deal, and I don't like arcade games. I don't even enjoy playing *Zzoom*, though I had lots of fun programming it. I prefer competing with other people rather than with a machine, so I think my favourite game is probably *Mule* for the Atari. (*Mule* is an American strategy game – *Ed*)

'What I liked about it was that it was in real time and you've got to think carefully about what you're doing. It's a bit like space-age Monopoly, running these mines on a planet and collecting money. Yes, I definitely prefer programming games to playing them. I'm 37 now – one of the oldest here. They call me Grandad and my car's been nicknamed The Wheelchair.'

Sandy White

Author of Quicksilva's *3D Ant Attack*

Favourite game: *Attack of the Mutant Camels* (Llamasoft)

'I've had to have a good think about this one because I don't really play a lot of games.

'The only game I've bothered with recently is *Attack of the Mutant Camels* – I like it much better than *Revenge*. I can't play that. The graphics are good but the reason I like it is that it's a really good zap. You get lots of chances to shoot your laser.

'But, you know, I'm not really an arcade fan at all. It's only since I wrote *Ant Attack* that I've had a look at the competition.'

Rod Swift

Programmer of Digital Integration's *Night Gunner*

Favourite game: *Atic Atac* (Atari)

'*Atic Atac*, I suppose, because it's really different. It was the first real graphic adventure and provides a really challenging game. It's one of the few games I'd actually go out to buy and then play.'

Nigel Alderton

Programmer of A&F's *Chuckie Egg*

Favourite game: *Manic Miner* (Software Projects)

'I'm not sure I've got one. *Manic Miner* I suppose. People rabbit on about it but when I saw it I thought it was a bit slow. It's probably the best game out, but I don't really enjoy it. Once you've learnt how to do a screen that's it.'

Kevin Toms

Head of Addictive Games and author of *Football Manager*

Favourite game: *Arcadia* (Imagine)

'Although I write strategy games, I very rarely find any by other people that I enjoy, so I play arcade games. I like *Arcadia* because it's simple and effective.

'I think the furthest I've got is about level 14. The interesting thing is that I actually managed to damage the Spectrum keyboard playing it. I find the game very strenuous. I was playing for an hour or so and by the end of it, the keyboard had received such a battering it had to go back for repair.

'There's not many new games that impress me now. They're more difficult and take more work to learn to play them. I haven't got the dexterity of a young child. I like games nice and simple – I play them for relaxation. If they get too difficult and stressful they're not relaxing.'

HHT HHT
HHT HHT
TIME BLASTER
Kipper Williams

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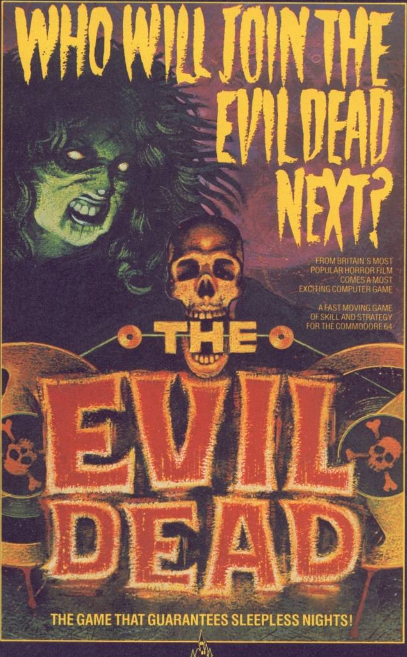
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INSECT INVAS

For the BBC Model B

Protect your flowerbeds from the insects as they descend by moving left and right and spraying them with insecticide.
Use keys:
Z to move left.
X to move right.
Space Bar to spray.
The further up the screen the insect when it is hit, the more points you get.

Structure

10-350	Is the control program, setting out all the procedures in a logical order.
360-510	Procedure for the instructions, containing text colours.
520-780	Procedure for arranging the graphics of the game: 530-580 – draws randomly placed grass. 590-635 – draws out garden at the base of the screen. 690-700 – defines insect character. 760-770 – defines player character.
790-900	Sets the different flags, states the starting position for the player.
910-1210	Defines the position of the insect and allows movement from side to side while moving down the screen. Sets insect back on screen if it moves off. Allows movement of the player and sets it back on the screen if it moves off.
1220-1300	Procedure for drawing a puff of spray on the screen and checks if it hits the insect.
1310-1330	Procedure for the explosion if the insect is hit.
1350-1362	Reprints the insect in its old position and so makes it disappear.
1365-1369	Procedure for when the insect has landed.
1370-1420	Scoring routine.
1440-1470	Prints score and high score on screen during the game.
1480-1510	Adds one to the PAST flag when an insect reaches the base of the screen. Updates the high-score.
1520-1590	Prints your final score and asks if another go is wanted.

Variables

BX	The horizontal position of the cloud of spray (bomb).
BY	The vertical position of the cloud of spray.
DEAD	A flag to indicate whether the current insect (alien) is still alive and whether a new one must be started.
FINISH	This is the end-of-game flag. If FINISH is FALSE then the game is still in progress. If FINISH is TRUE then it's all over.
FIRE	Flag used to signify if firing is enabled.
HIT	Flag used to indicate when an alien has been shot.
I	Variables used in loops.
KEY	Flag to indicate whether the fire button has been pressed or not.
LEFT	Flag used to indicate whether left movement is allowed or not.
RIGHT	Flag used to indicate whether right movement is allowed or not.
PAST	Counter to see how many aliens have reached the bottom of the screen and passed your defences.
SCORE	This holds your score and is updated by the scoring routine.
XA	Horizontal position of the alien (insect).
OXA	The old horizontal position of the alien.
YA	Vertical position of the alien. (The old vertical height of the alien is not stored since it is always 25 more than the current position.)
XP	Horizontal position of the player.
OXP	The old horizontal position of the player.
YP	Vertical position of the player.
OYP	The old vertical position of the player.
HISCORE	Starts off at set number but changes as score changes if it reaches the set number.

ASION

By John Spradbery

```
10REM ****************
20REM INSECT INVASION
30REM ****************
40REM by John Spradbery
50REM ________________
60REM CONTROL PROGRAM
70MODE 2
90PROCinstructions
95 FOR N=100 TO 250
97 NEXT N
100 REM SET UP SCREEN
110 PROCsetup
160REM START/RESTART
170PROCstart
180REM MOVE/FIRE
190PROCmovefire
200REM CHECK FOR HIT
210PROCcheck
220REM EXPLOSION
230IF HIT THEN PROCexplode
235 IF YA=0 THEN PROCland
240REM SCORING
250 PROCscore
260REM STATUS DISPLAY
270PROCstatus
280REM END OF GAME
290PROCfinish
300REM ROUND AGAIN
310IF NOT FINISH THEN 190
320REM GAME OVER
330PROCgameover
```

Illustration by Jeff Riddle

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Space Pilot
Flight Path 737

Bongo

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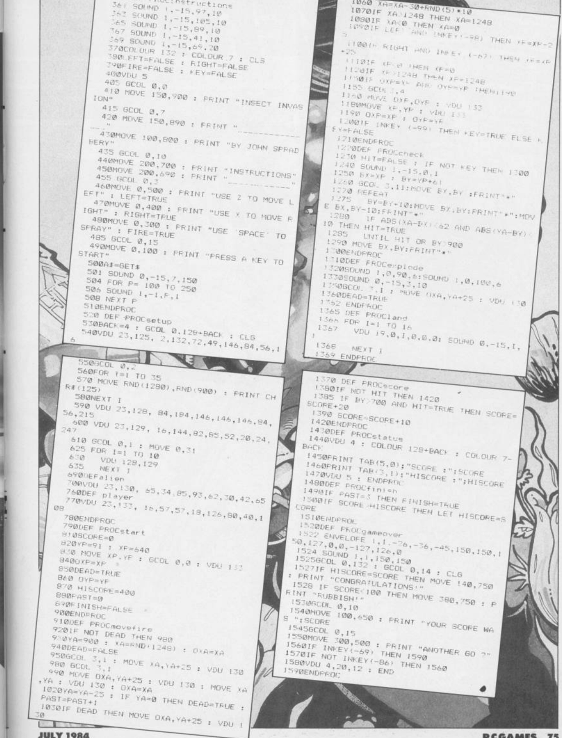


```
340REM START AGAIN
350GOTO 90
360DEF PROCinstructions
361 SOUND 1,-15,97,10
363 SOUND 1,-15,105,10
365 SOUND 1,-15,89,10
367 SOUND 1,-15,41,10
369 SOUND 1,-15,69,20
370COLOUR 132 : COLOUR 7 : CLS
380LEFT=FALSE : RIGHT=FALSE
390FIRE=FALSE : KEY=FALSE
400VDU 5
405 GCOL 0,0
410 MOVE 150,900 : PRINT "INSECT INVAS
ION"
415 GCOL 0,7
420 MOVE 150,890 : PRINT "_______________
___"
430MOVE 100,800 : PRINT "BY JOHN SPRAD
BERY"
435 GCOL 0,10
440MOVE 200,700 : PRINT "INSTRUCTIONS"
450MOVE 200,690 : PRINT "____________"
455 GCOL 0,3
460MOVE 0,500 : PRINT "USE Z TO MOVE L
EFT" : LEFT=TRUE
470MOVE 0,400 : PRINT "USE X TO MOVE R
IGHT" : RIGHT=TRUE
480MOVE 0,300 : PRINT "USE 'SPACE' TO
SPRAY" : FIRE=TRUE
485 GCOL 0,15
490MOVE 0,100 : PRINT "PRESS A KEY TO
START"
500A$=GET$
501 SOUND 0,-15,7,150
504 FOR P= 100 TO 250
506 SOUND 1,-1,P,1
508 NEXT P
510ENDPROC
520 DEF PROCsetup
530BACK=4 : GCOL 0,128+BACK : CLG
540VDU 23,125, 2,132,72,49,146,84,56,1
6
```

```
550GCOL 0,2
560FOR I=1 TO 35
570 MOVE RND(1280),RND(900) : PRINT CH
R$(125)
580NEXT I
590 VDU 23,128, 84,184,146,146,146,84,
56,215
600 VDU 23,129, 16,144,82,85,52,20,24,
247
610 GCOL 0,1 : MOVE 0,31
625 FOR I=1 TO 10
630   VDU 128,129
635   NEXT I
690DEFalien
700VDU 23,130, 65,34,85,93,62,30,42,65
760DEF player
770VDU 23,133, 16,57,57,18,126,80,40,1
08
780ENDPROC
790DEF PROCstart
810SCORE=0
820YP=91 : XP=640
830 MOVE XP,YP : GCOL 0,0 : VDU 133
840OXP=XP
850DEAD=TRUE
860 OYP=YP
870 HISCORE=400
880PAST=0
890FINISH=FALSE
900ENDPROC
910DEF PROCmovefire
920IF NOT DEAD THEN 980
930YA=900 : XA=RND(1248) : OXA=XA
940DEAD=FALSE
950GCOL 3,1 : MOVE XA,YA+25 : VDU 130
980 GCOL 3,1
990 MOVE OXA,YA+25 : VDU 130 : MOVE XA
,YA : VDU 130 : OXA=XA
1020YA=YA-25 : IF YA=0 THEN DEAD=TRUE :
PAST=PAST+1
1030IF DEAD THEN MOVE OXA,YA+25 : VDU 1
30
```

```
1060 XA=XA-30+RND(5)*10
1070IF XA>1248 THEN XA=1248
1080IF XA<0 THEN XA=0
1090IF LEFT AND INKEY(-98) THEN XP=XP-2
5
1100IF RIGHT AND INKEY(-67) THEN XP=XP
+25
1110IF XP<0 THEN XP=0
1120IF XP>1248 THEN XP=1248
1150IF OXP=XP AND OYP=YP THEN1190
1155 GCOL 3,4
1160 MOVE OXP,OYP : VDU 133
1180MOVE XP,YP : VDU 133
1190 OXP=XP : OYP=YP
1200IF INKEY (-99) THEN KEY=TRUE ELSE K
EY=FALSE
1210ENDPROC
1220DEF PROCcheck
1230 HIT=FALSE : IF NOT KEY THEN 1300
1240 SOUND 1,-15,0,1
1250 BX=XP : BY=YP+61
1260 GCOL 3,11:MOVE BX,BY :PRINT"*"
1270 REPEAT
1275    BY=BY+10:MOVE BX,BY:PRINT"*":MOV
E BX,BY-10:PRINT"*"
1280    IF ABS(XA-BX)<62 AND ABS(YA-BY)<
10 THEN HIT=TRUE
1285    UNTIL HIT OR BY>900
1290 MOVE BX,BY:PRINT"*"
1300ENDPROC
1310DEF PROCexplode
1320SOUND 1,0,90,6:SOUND 1,0,100,6
1330SOUND 0,-15,3,10
1350GCOL 3,1 : MOVE OXA,YA+25 : VDU 130
1360DEAD=TRUE
1362 ENDPROC
1365 DEF PROCland
1366 FOR I=1 TO 16
1367   VDU 19,0,I,0,0,0: SOUND 0,-15,I,
1
1368   NEXT I
1369 ENDPROC
```

```
1370 DEF PROCscore
1380IF NOT HIT THEN 1420
1385 IF BY>700 AND HIT=TRUE THEN SCORE=
SCORE+20
1390 SCORE=SCORE+10
1420ENDPROC
1430DEF PROCstatus
1440VDU 4 : COLOUR 128+BACK : COLOUR 7-
BACK
1450PRINT TAB(5,0);"SCORE :";SCORE
1460PRINT TAB(3,1);"HISCORE :";HISCORE
1470VDU 5 : ENDPROC
1480DEF PROCfinish
1490IF PAST=3 THEN FINISH=TRUE
1500IF SCORE>HISCORE THEN LET HISCORE=S
CORE
1510ENDPROC
1520DEF PROCgameover
1522 ENVELOPE 1,1,-26,-36,-45,150,150,1
50,127,0,0,-127,126,0
1524 SOUND 1,1,150,150
1525GCOL 0,132 : GCOL 0,14 : CLG
1527IF HISCORE=SCORE THEN MOVE 140,750
: PRINT "CONGRATULATIONS!"
1528 IF SCORE<100 THEN MOVE 380,750 : P
RINT "RUBBISH!"
1530GCOL 0,10
1540MOVE 100,650 : PRINT "YOUR SCORE WA
S ";SCORE
1545GCOL 0,15
1550MOVE 300,500 : PRINT "ANOTHER GO ?"
1560IF INKEY(-69) THEN 1590
1570IF NOT INKEY(-86) THEN 1560
1580VDU 4,20,12 : END
1590ENDPROC
```

BERTIE B

Guide Bertie Bug through your garden without hitting the mutant cabbages, spray cans or the wall. Use keys: 1 – LEFT, 0 – RIGHT.

Program Structure

5-22 Instructions Y/N
40-120 Main game loop
150-180 Death sequence
190-210 Completion sequence
250-360 Graphic data
400-450 Instructions
460-500 Tune
510-530 Starting routine
550-660 Comments on performance
670-680 Death tune

Variables

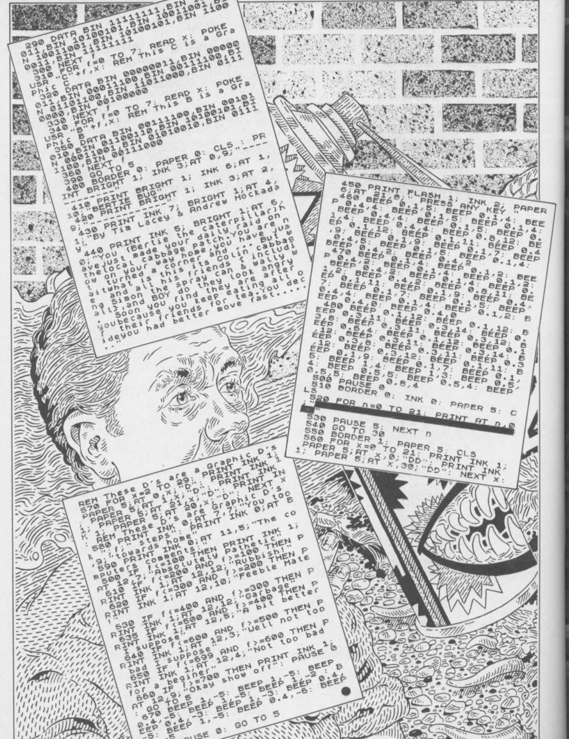
Line	Variable	Function
30	f	Counts no. of steps
30	a	Position of caterpillar
210	f	Counter
250-340	f	Used to poke data into memory
520	n	Print 32 spaces
560	x	Print border around paper

BUG

For the 16K Spectrum

By Tim Lacey and Andrew Hockaday

```
  1 GO TO 250
  5 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
 10 PRINT AT 10,0;"Do you want
instructoins ? (Y/N)": IF INKEY$
="y" THEN RUN 400
 20 IF INKEY$="n" THEN GO TO 51
0
 22 GO TO 10
 30 LET f=0: LET a=12: PAPER 0:
BORDER 1: CLS
 40 PRINT BRIGHT 1; INK 3;AT 21
,INT (RND*31);"C": PRINT BRIGHT
1; INK 4;AT 21,INT (RND*31);"B":
 REM The C is a Graphic C & The
B is a Graphic B
 50 POKE 23692,0: PRINT INK 0;P
EEK 23692
 60 IF SCREEN$ (8,a)<>" " THEN
GO TO 150
 70 IF INKEY$="1" THEN LET a=a-
1
 80 IF INKEY$="0" THEN LET a=a+
1
 90 PRINT INK 7; BRIGHT 1;AT 8,
a;"A": REM This A is a Graphic A
100 PRINT INK 2; PAPER 6;AT 21,
0;"D": PRINT INK 2; PAPER 6;AT 2
1,31;"D": REM These D's are Grap
hic D's
110 LET f=f+1: IF f=700 THEN GO
TO 190
120 GO TO 40
150 PAPER 0: BORDER 4: CLS : FO
R t=0 TO 10
160 FOR n=1 TO 7: INK n: BRIGHT
1: PRINT "+ You wally you hit a
obstacle +": POKE 23692,255
165 IF t>=10 THEN GO TO 550
170 NEXT n: NEXT t
180 GO TO 150
190 PAPER 1: INK 6: PAPER 0: BR
IGHT 1: CLS : PRINT AT 10,3;"WEL
L DONE YOU HAVE GOT HOME"
210 FOR f=0 TO 700: BORDER 2: O
UT 34300,20: BORDER 3: OUT 34300
,20: BORDER 6: NEXT f: GO TO 550
250 FOR f=0 TO 7: READ x: POKE
USR "A"+f,x: REM This A is a gra
phic A
260 DATA BIN 00111100,BIN 01111
110,BIN 01000010,BIN 10000001,BI
N 10100101,BIN 01011010,BIN 0110
0110,BIN 00011000
270 NEXT f
280 FOR f=0 TO 7: READ x: POKE
USR "D"+f,x: REM This D is a Gra
phic D
```



```
290 DATA BIN 11111111,BIN 11000
011,BIN 10100101,BIN 10011001,BI
N 10011001,BIN 10100101,BIN 1100
0011,BIN 11111111
300 NEXT f
310 FOR f=0 TO 7: READ x: POKE
USR "C"+f,x: REM This C is a Gra
phic C
320 DATA BIN 00000011,BIN 00000
011,BIN 00011100,BIN 00111100,BI
N 01101100,BIN 11011000,BIN 0111
0000,BIN 00100000
330 NEXT f
340 FOR f=0 TO 7: READ x: POKE
USR "B"+f,x: REM This B is a Gra
phic B
350 DATA BIN 00111100,BIN 00101
010,BIN 01100110,BIN 10100101,BI
N 00011001,BIN 01010010,BIN 0111
1100,BIN 00111000
360 NEXT f
390 GO TO 5
400 BORDER 0: PAPER 0: CLS : PR
INT BRIGHT 1; INK 3;AT 0,9;"----
-------"
410 PRINT BRIGHT 1; INK 6;AT 1,
10;"BERTIE BUG"
420 PRINT BRIGHT 1; INK 3;AT 2,
9;"-----------"
430 PRINT INK 7; BRIGHT 1;AT 4,
1;"By Tim Lacey & Andrew Hockada
y"
440 PRINT INK 5; BRIGHT 1;AT 6,
0;"You (Bertie the caterpillar)h
avejust made your daily raid on
thelocal cabbage patch.You are n
ow on your way home,you have jus
t turned a corner and... But w
aitwhat is this its Colin cabbag
e and all his friends & includi
ng Simon the spray can & wally w
ally,and BOY do they look angry
. Soon you find they are after
youbecause you keep eating all o
f their friends for tea.You dec
ideyou had better move fast....
.."
```

```
450 PRINT FLASH 1; INK 2; PAPER
6;AT 21,6;" PRESS ANY KEY "
460 BEEP 0.1,5: BEEP 0.1,4: BEE
P 0.4,4: BEEP 0.1,5: BEEP 0.1,4:
 BEEP 0.4,4: BEEP 0.1,5: BEEP 0.
1,4: BEEP 0.4,4: BEEP 0.8,12: BE
EP 0.1,12: BEEP 0.1,11: BEEP 0.4
,9: BEEP 0.1,9: BEEP 0.1,7: BEEP
 0.4,5: BEEP 0.1,5: BEEP 0.1,4:
BEEP 0.4,2
470 BEEP 0.1,4: BEEP 0.1,2: BEE
P 0.4,2: BEEP 0.1,4: BEEP 0.1,2:
 BEEP 0.4,2: BEEP 0.1,4: BEEP 0.
1,2: BEEP 0.4,2: BEEP 0.8,11: BE
EP 0.1,11: BEEP 0.1,9: BEEP 0.4,
7: BEEP 0.1,7: BEEP 0.1,5: BEEP
0.4,4: BEEP 0.1,4: BEEP 0.1,2: B
EEP 0.4,0
480 BEEP 0.1,12: BEEP 0.1,12: B
EEP 0.3,11: BEEP 0.3,14: BEEP 0.
3,8: BEEP 0.3,11: BEEP 0.3,12: B
EEP 0.6,4: BEEP 0.1,12: BEEP 0.1
,12: BEEP 0.3,11: BEEP 0.3,14: B
EEP 0.3,8: BEEP 0.3,11: BEEP 0.3
,12: BEEP 0.3,12: BEEP 0.1,11: B
EEP 0.1,9: BEEP 0.1,7: BEEP 0.1,
5: BEEP 1,4: BEEP 1,3: BEEP 0.5,
4: BEEP 0.5,5: BEEP 0.5,4: BEEP
0.5,5: BEEP 0.6,4
500 PAUSE 0
510 BORDER 0: INK 0: PAPER 5: C
LS
520 FOR n=0 TO 21: PRINT AT n,0
;"██████████████████████████████
"
530 PAUSE 5: NEXT n
540 GO TO 30
550 BORDER 1: PAPER 5: CLS
560 FOR x=0 TO 21: PRINT INK 1;
PAPER 5;AT x,0;"DD": PRINT INK
1; PAPER 5;AT x,30;"DD": NEXT x:
```

```
 REM These D's are a Graphic D's
570 FOR x=2 TO 29: PRINT INK 1;
PAPER 5;AT 0,x;"D": PRINT INK 1
; PAPER 5;AT 1,x;"D": PRINT INK
1; PAPER 5;AT 21,x;"D": PRINT IN
K 1; PAPER 5;AT 20,x;"D": NEXT x
: REM These D's are Graphic D's
580 PRINT INK 0;AT 7,7;"You too
k ";f;" steps": PRINT INK 0;AT 8
,9;"towards home"
590 PRINT INK 0;AT 11,5;"The co
mputers comments:"
600 IF f<=100 THEN PRINT INK 1;
AT 12,7;"Absolutely Pathetic"
610 IF f<=200 AND f>=100 THEN P
RINT INK 1;AT 12,12;"Rubbish!"
620 IF f<=300 AND f>=200 THEN P
RINT INK 1;AT 12,10;"Feeble Mate
!"
630 IF f<=400 AND f>=300 THEN P
RINT INK 1;AT 12,12;"Garbage"
635 IF f<=500 AND f>=400 THEN P
RINT INK 1;AT 12,5;"A bit better
 I suppose"
640 IF f<=600 AND f>=500 THEN P
RINT INK 1;AT 12,3;"Well not too
 bad I suppose"
650 IF f<=699 AND f>=600 THEN P
RINT INK 1;AT 12,4;"Not too bad
for a beginer": PAUSE 0
660 IF f>=700 THEN PRINT INK 1;
AT 12,9;"Okay show off": PAUSE 0
: GO TO 5
670 BEEP 1,-5: BEEP 1,-5: BEEP
0.4,-5: BEEP 1,-5: BEEP 1,-2: B
EEP 0.4,-3: BEEP 1,-3: BEEP 0.4,
-5: BEEP 1,-5: BEEP 0.4,-6: BEEP
 -5
680 PAUSE 0: GO TO 5
```

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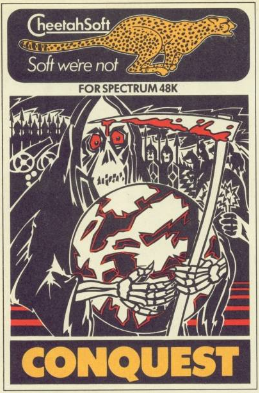

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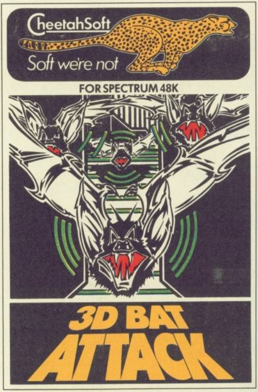

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EL
%
DAMAGE
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CREW
350
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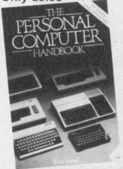

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pills...
...stay
alive...

For the Commodore 64

SNAP-MAN

By James Davies

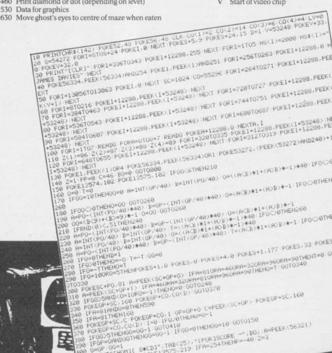
Steer your dot-munching pacman around the maze using a joystick in port 1. Watch out for the ghost that is chasing you. Your only hope is to eat one of the diamonds in the corners. When one is eaten the ghost will turn blue allowing you to eat him.

Program Structure

10-140	Clear screen, set up graphics
150-400	Ghost movement
410-490	Pacman movement
500-530	Pacman touched ghost, check if eaten or dead
540	Go back to pacman movement?
550	If you haven't eaten all dots go to ghost movement
560	If all diamonds haven't been eaten go to ghost movement
570-580	End of screen display, go to maze printing routine
590-610	Death routine
620-790	High score
800-1010	Title display
1020-1100	Instructions
1110-1440	Print maze, set random ghost and pacman positions
1450-1460	Print diamond or dot (depending on level)
1470-1530	Data for graphics
1540-1630	Move ghost's eyes to centre of maze when eaten

Variables

GP	Ghost position
PO	Your position
PP	No. of power pills eaten
GG	No. of times ghost hasn't moved, if two in a row then goto 160-200
Q	No. of moves the ghost is blue
SC	Start of screen memory
CO	Start of colour memory
S	Start of sound chip
V	Start of video chip
BO	Your score
HS(1-5)	High scores
HS$(1-5)	High scorers
O,T	Variables for ghost movement (add to G
F	Variable for your movement (add to P
Z	Character to poke for pacman



```
10 PRINTCHR$(142):POKE52,48:POKE56,48:CLR:CO(1)=2:CO(2)=14:CO(3)=6:CO(4)=4:LV=0
20 S=54272:FORI=STOS+24:POKEI,0:NEXT:POKES+5,9:POKES+24,15:D=1:V=53248:POKEV+33,
0:POKEV+32,0
30 PRINT"[CLR]":FORI=336TO343:POKEI+12288,255:NEXT:FORI=1TO5:HS(I)=2000:HS$(I)="
JAMES DAVIES":NEXT
40 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251:FORI=256TO263:POKEI+12288,0:N
EXT
50 FORI=13056TO13063:POKEI,0:NEXT:SC=1024:CO=55296:FORI=264TO271:POKEI+12288,PEE
K(V+1):NEXT
60 FORI=8TO216:POKEI+12288,PEEK(I+53248):NEXT
70 FORI=384TO463:POKEI+12288,PEEK(I+53248):NEXT:FORI=720TO727:POKEI+12288,PEEK(I
+53248):NEXT
80 FORI=536TO543:POKEI+12288,PEEK(I+53248):NEXT:FORI=744TO751:POKEI+12288,PEEK(I
+53248):NEXT
90 FORI=584TO607:POKEI+12288,PEEK(I+53248):NEXT:FORI=680TO687:POKEI+12288,PEEK(I
+53248):NEXT
100 FORI=1TO7:READQ:FORA=QTOQ+7:READQ:POKEA+12288,Q:NEXTA,I
110 Z(1)=86:Z(2)=87:Z(3)=88:Z(4)=89:FORI=320TO335:POKEI+12288,PEEK(I+53248):NEXT
120 FORI=648TO655:POKEI+12288,PEEK(I+53248):NEXT:FORI=312TO319:POKEI+12288,PEEK(
I+53248):NEXT
130 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1:POKE53272,(PEEK(53272)AND240)+12
140 Z=1:PP=0:C=46:BO=0:GOTO800
150 POKE13574,102:POKE13575,102:IFGG<6THEN210
160 O=0:T=0
170 IFGG=10THENOO=0:A=INT(GP/40):B=INT(PO/40):O=((A<B)*1+(A>B)*-1)*40:IFO<>0THEN
260
180 IFOO<>0THENO=OO:GOTO260
190 A=PO-(INT(PO/40)*40):B=GP-(INT(GP/40)*40):O=(A<B)*1+(A>B)*-1:IFO<>0THEN260
200 OO=(B<9)+(B>=9)*-1:O=OO:GOTO260
210 IFRND(0)<.51THEN240
220 A=PO-(INT(PO/40)*40):B=GP-(INT(GP/40)*40):O=(A<B)*1+(A>B)*-1
230 A=INT(PO/40):B=INT(GP/40):T=((A<B)*1+(A>B)*-1)*40:IFO<>0THEN260
240 A=INT(PO/40):B=INT(GP/40):O=((A<B)*1+(A>B)*-1)*40
250 A=PO-(INT(PO/40)*40):B=GP-(INT(GP/40)*40):T=(A<B)*1+(A>B)*-1:IFO<>0THEN260
260 IFQ=0THEND=1
270 IFQ>0THENO=-O:T=-T:OG=0
280 IFO=-TTHENO=T
290 IFQ=10ORQ=5THENPOKES+1,0:POKES,0:POKES+4,0:POKES+1,177:POKES,33:POKES+4,33:G
OTO330
300 POKESC+PO,81:A=PEEK(SC+GP+O):IFA=81ORA=46ORA=32ORA=96ORA=90THENT=0:GOTO340
310 A=PEEK(SC+GP+T):IFA=46ORA=32ORA=81ORA=96ORA=90THENO=T:GOTO340
320 IFGG>5AND(O=1ORO=-1)THENO=0:GOTO240
330 POKEGP+SC,160:POKEGP+CO,CO(D):GOTO370
340 IFA=81ANDQ=0THEN590
350 IFA=81THEN160
360 POKEGP+SC,C:POKEGP+CO,1:GP=GP+O:C=PEEK(SC+GP):POKEGP+SC,160
370 POKEGP+CO,CO(D):I=0:IFQ>0THENQ=Q-1
380 IFGG>5THENGG=GG-1:GOTO410
390 IFGP=GANDGGTHENGG=GG-1:IFGG=0THENGG=10:GOTO150
400 G=GP:GG=1
410 PRINT"[HOM][ 8*CD]";TAB(25);"[PUR]SCORE -";BO;:A=PEEK(56321)
420 POKE13574,219:POKE13575,219:IFA=254THENF=-40:Z=3
430 IFA=253THENF=40:Z=4
440 IFA=251THENF=-1:Z=2
450 IFA=247THENF=1:Z=1
```

[Cl
[H
[Cl
[CU
[Cl
[Cl
[RE
[RO
[FI
[BI
[W
[RI

ghost
dd to GP)
our
dd to PO)
poke for

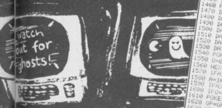
```
460 A=PEEK(PO+SC+F):IFA<>46ANDA<>32ANDA<>35ANDA<>96ANDA<>160THEN550
470 IFA=46THENBO=BO+10:PP=PP+1:POKES,0:POKES+1,0:POKES+4,0:POKES+1,16:POKES,195:
POKES+4,33
480 IFA=90THENQ=20:BO=BO+50:B=2:POKES+1,0:POKES,0:POKES+4,0:POKES+1,33:POKES,135
:POKES+4,33
490 IFA<>160THENPOKEPO+SC,96:PO=PO+F:POKEPO+SC,Z(Z):POKEPO+CO,7:GOTO540
500 IFD=1THEN590
510 POKES+1,0:POKE S,0:POKES+4,0:POKES+1,4:POKES,48:POKES+4,33:POKEPO+SC,96
520 PO=PO+F:POKEPO+SC,81:POKEPO+CO,7:BO=BO+100:IFC=46THENPP=PP+1
530 GOTO1540
540 IFQ>0ANDI=0THENI=1:GOTO410
550 IFPP<159+LVTHEN150
560 IFPEEK(SC+81)=90ORPEEK(SC+98)=90ORPEEK(SC+801)=90ORPEEK(SC+818)=90THEN200
570 POKES+4,0:POKES,0:POKES+1,0:POKES+5,0:POKES+6,240:POKES+4,33:FORL=2TO16
580 POKEV+32,L:FORL1=1TO15:POKES+1,L*L1:NEXTL1,L:POKES+5,9:POKES+4,0:POKES+6,0:L
V=LV+1:GOTO1110
590 A=12968+Z*8:FORI=0TO7:POKE13016+I,PEEK(A+I):NEXT:POKEPO+SC,91:FORX=1TO700:NE
XT
600 FORI=1TO7:FORX=13024TO13016STEP-1:POKEX,PEEK(X-1):NEXTX:LV=0
610 POKES+5,12:POKES+4,32:POKES+4,33:POKES,177:POKES+1,14-I:FORA=1TO250:NEXTA,I
620 FORI=631TO640:POKEI,0:NEXT
630 PRINT"[CLR]":POKEV+32,0:POKEV+33,0
640 IFBO<HS(5)THEN770
650 FORI=1TO50
660 PRINT"[BLU]HIGH-SCORE !"TAB(27)"[LTBL]HIGH-SCORE !":NEXT
670 PRINT"[LTBL]HIGH-SCORE !"TAB(27)"[BLU]HIGH-SCORE !"
680 PRINT"[HOM][ 10*CD]"TAB(14)"[GRN]ENTER NAME[LTGR]"
690 PRINTTAB(12)
700 GETA$:IFA$=""THEN700
710 A=ASC(A$):IFA<>32ANDA<>20ANDA<>13ANDA<65ANDA>90THEN700
720 IFA=20ANDLEN(HS$)=0THEN700
730 IFA=20THENPRINT"[CL] [CL]";:HS$=LEFT$(HS$,LEN(HS$)-1):GOTO700
740 IFA=13THEN770
750 PRINTCHR$(A);:HS$=HS$+CHR$(A):IFLEN(HS$)<14THEN700
760 IF LEN(HS$)>13THENHS$="":GOTO630
770 FORI=1TO5:IFBO>=HS(I)THEN790
780 NEXT:GOTO800
790 FORA=5TOISTEP-1:HS(A)=HS(A-1):HS$(A)=HS$(A-1):NEXT:HS(I)=BO:HS$(I)=HS$
800 PRINT"[CLR]":FORI=631TO640:POKEI,0:NEXT
810 R=R+1:IFR=5THENR=1
820 POKE646,CO(R):PRINT"[HOM]";
830 PRINT"     * *   ***  *     *        ***  ***"
840 PRINT"     * *   * *  *     *        * *  *"
850 PRINT"     ***   ***  *     *        * *  **"
860 PRINT"     * *   * *  *     *        * *  *"
870 PRINT"     * *   * *  ***   ***      ***  *"
880 PRINT:PRINT"          ***  ***  *****      ***"
890 PRINT"          *    * *  * * *  *"
900 PRINT"          **   ***  * * *  **"
910 PRINT"          *    * *  * * *  *"
920 PRINT"          *    * *  *   *  ***"
```

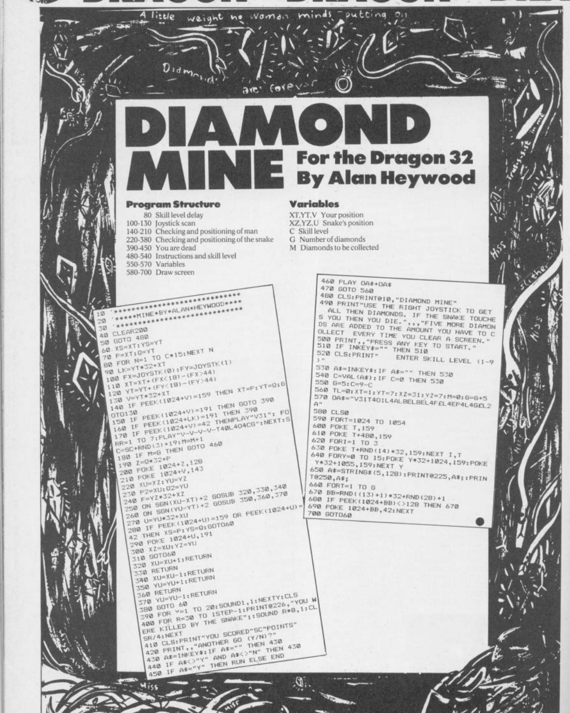
Listings key

In order to make this listing clearer, control characters have been replaced by an expression in square brackets, according to the key below. For example [CU] means: press the cursor up key, while [15*CD] means press the cursor down key 15 times. Doing this will produce graphics characters on your screen.

[CLR] = CLR key
[HOME] = HOME key
[CD] = cursor down
[CU] = cursor up
[CR] = cursor right
[CL] = cursor left
[REV] = RVS ON key
[ROFF] = RVS OFF key
[F1] = F1 key
[BLK] = CTRL+1
[WHT] = CTRL+2
[RED] = CTRL+3
[CYN] = CTRL+4
[PUR] = CTRL+5
[GRN] = CTRL+6
[BLU] = CTRL+7
[YEL] = CTRL+8
[ORA] = CBM key+1
[BRN] = CBM key+2
[LTRD] = CBM key+3
[GRY1] = CBM key+4
[GRY2] = CBM key+5
[LTGR] = CBM key+6
[LTBL] = CBM key+7
[GRY3] = CBM key+8

```
930 PRINT"[ 3*CD][CYN]":PRINTHS$(1);TAB(20);HS(1):PRINT"[GRN]"
940 FORI=2TO5:PRINTHS$(I);TAB(20);HS(I):NEXT
950 IFBO<HS(5)THENPRINTTAB(13)"[LTGR]YOUR SCORE -[ORA]"BO,
960 PRINT:PRINT:PRINTTAB(11)"[YEL]PRESS 'FIRE' TO START":PRINTTAB(11)"[ORA] 'UP'
FOR INSTRUCTIONS";
965 LET BO=0
970 FORI=600TO615:POKECO+I,2:IFPEEK(56321)=239THEN1110
980 IFPEEK(56321)=254THEN1020
990 NEXT:FORI=600TO615:POKECO+I,10:IFPEEK(56321)=239THEN1110
1000 IFPEEK(56321)=254THEN1020
1010 NEXT:GOTO810
1020 PRINT"[CLR][BLU]";TAB(14)"INSTRUCTIONS":PRINTTAB(14)"............":PRINT
1030 PRINT:PRINT:PRINTTAB(13)"[ORA]YOU ARE THE  [YEL]x":PRINT:PRINTTAB(14)"[ORA]
AVOID THE  [RED][REV] "
1040 PRINT:PRINT:PRINT:PRINT"[GRN] THE OBJECT IS TOO MOVE AROUND THE MAZE"
1050 PRINT"[CD] EATING THE [WHT]..[GRN] WHILE AVOIDING THE GHOST"
1060 PRINT"[CD] EATING A  [PUR]◆[GRN]  WILL RESULT IN THE GHOSTS"
1070 PRINT"[CD] METAMORPHOSIS ENABLING YOU TO EAT HIM."
1080 PRINT:PRINT:PRINTTAB(9)"[YEL]PRESS  'UP'  TO RETURN."
1090 A=PEEK(56321):IFA<>254THEN1090
1100 GOTO800
1110 PRINT"[CLR]";:L=LV-(INT(LV/5)*5)
1120 PRINT"[HOM][BLU]╭────────────────╮"
1130 PRINT"|[WHT]........[BLU]◠[WHT]........[BLU]|"
1140 PRINT"|";:GOSUB1450:PRINT"[BLU]╭──╮[WHT].[BLU]||[WHT].[BLU]╭─╮";:GOSUB
1450 PRINT"[BLU]|"
1150 PRINT"|[WHT].[BLU]────╯[WHT].[BLU]||[WHT].[BLU]╰───[WHT].[BLU]|"
1160 PRINT"|[WHT]........[BLU]||[WHT]........[BLU]|"
1170 PRINT"╰──╮[WHT].[BLU]◠[WHT].[BLU]◡[WHT].[BLU]◡[WHT].[BLU]◠[WHT].[BLU]╭──"
1180 PRINT"   |[WHT].[BLU]◡[WHT]....[BLU]◡[WHT].[BLU]|"
1190 PRINT"╭──╯[WHT]....[BLU]◠[WHT]....[BLU]╰──"
1200 PRINT"|[WHT].....[BLU]──╮╭──[WHT]....[BLU]|"
1210 PRINT"|[WHT].[BLU]╭─[WHT].[BLU]╰──╮╭─[WHT].[BLU]╭[WHT].[BLU]|"
1220 PRINT"|[WHT].[BLU]| |[WHT].   [BLU]◡[WHT]  .[BLU]| |[WHT].[BLU]|"
1230 PRINT"|[WHT].[BLU]| |[WHT]........[BLU]| |[WHT].[BLU]|"
1240 PRINT"|[WHT].[BLU]╰─[WHT].   [BLU]◠[WHT]  .[BLU]|_|[WHT].[BLU]|"
1250 PRINT"|[WHT].....[BLU]╰─╯╭─[WHT].....[BLU]─╯[WHT].[BLU]|"
1260 PRINT"╰──╮[WHT]....[BLU]◡[WHT]....[BLU]╭──"
1270 PRINT"   |[WHT].[BLU]◠[WHT]....[BLU]◠[WHT].[BLU]|"
1280 PRINT"╭──╯[WHT].[BLU]◡[WHT]....[BLU]╰──"
1290 PRINT"|[WHT]........[BLU]||[WHT]........[BLU]|"
1300 PRINT"|[WHT].[BLU]╭──╮[WHT].[BLU]||[WHT].[BLU]◡[WHT].[BLU]──╮"
1310 PRINT"|";:GOSUB1450:PRINT"[BLU]───╯[WHT].[BLU]||[WHT].[BLU]╭──╮[WHT].[BLU]|"
1320 PRINT"|[WHT].[BLU]╭───╮[WHT].[BLU]||[WHT].[BLU]╭───╮[WHT].[BLU]|"
1450 PRINT"|";:GOSUB1450:PRINT"[BLU]╰────╯[WHT].[BLU]||[WHT].[BLU]╰───╯";:GOSUB
1330 PRINT"[BLU]|"
1340 PRINT"|[WHT]........[BLU]◡[WHT]........[BLU]|"
1350 PRINT"╰────────────────╯"
1360 PRINT"[HOM][ 3*CD]"TAB(27)"[WHT] PAC-MAN ":PRINTTAB(27)" ─────── "
1370 PRINT"[ 3*CD]"TAB(25)"[GRN]  (C)  1984 ":PRINT:PRINT:PRINTTAB(28)" JAMES "
1380 PRINT:PRINTTAB(27)" DAVIES. "
1390 FORI=1TO2000:NEXT
1400 PRINT"[HOM][ 8*CD]"TAB(26)"
1410 PRINT"[ 2*CD]"TAB(29)"       ":PRINT"[CD]"TAB(28)"        "
1410 PO=(INT(RND(0)*20)+1)+(INT(RND(0)*20)+1)*40:IFPEEK(PO+SC)<>46THEN1410
1420 GP=(INT(RND(0)*20)+1)+(INT(RND(0)*20)+1)*40:C=PEEK(GP+SC):IFC<>46ORGP=POTHE
N1420
1430 POKESC+GP,160:POKECO+GP,CO(1):PRINT"[HOM]":POKEPO+SC,81:POKEPO+CO,7:Q=0
1440 PP=0:POKES+5,9:GOTO150
1450 IFL>0THENPRINT"[WHT].";:L=L-1:RETURN
1460 PRINT"[PUR]◆";:RETURN
1470 DATA360,0,0,0,60,60,0,0,0
1480 DATA688,0,60,124,240,224,240,124,60
1490 DATA696,0,60,62,31,7,31,62,60
1500 DATA704,0,99,99,119,127,62,60,0
1510 DATA712,0,60,62,127,119,99,99,0
1520 DATA1280,60,126,126,219,255,255,219,219
1530 DATA280,0,0,255,219,219,255,0,0
1540 POKES+4,16:POKES+4,17:POKES+1,177:POKES,25:POKES+5,31
1550 O=0:T=0:C=PEEK(SC+GP):B=PEEK(GP+CO):POKEGP+SC,35:POKECO+GP,CO(4):FORI=1TO50
1560 NEXT:A=GP-(INT(GP/40)*40):IFA<9THENO=1
1570 IFA>9THENO=-1
1580 A=INT(GP/40):IFA<11THENT=40
1590 IFA>11THENT=-40
1600 IFO=0ANDT=0THEND=1:Q=0:POKES+5,9:GOTO160
1610 POKESC+GP,C:POKECO+GP,B
1620 GP=GP+O:C=PEEK(SC+GP):B=PEEK(GP+CO):POKEGP+SC,35:POKECO+GP,CO(4):FORI=1TO50
1630 NEXT:POKESC+GP,C:POKECO+GP,B:GP=GP+T:GOTO1550
```


Watch out for ghosts!



DIAMOND MINE

For the Dragon 32
By Alan Heywood

Program Structure

80 Skill level delay
100-130 Joystick scan
140-210 Checking and positioning of man
220-380 Checking and positioning of the snake
390-450 You are dead
480-540 Instructions and skill level
550-570 Variables
580-700 Draw screen

Variables

XT,YT,V Your position
XZ,YZ,U Snake's position
C Skill level
G Number of diamonds
M Diamonds to be collected

```
10  '***************************
20  '*****MINE*BY*ALAN*HEYWOOD****
30  '****************************
40 CLEAR200
50 GOTO 480
60 XS=XT:YS=YT
70 P=XT:Q=YT
80 FOR N=1 TO C*15:NEXT N
90 LK=YT*32+XT
100 FX=JOYSTK(0):FY=JOYSTK(1)
110 XT=XT+(FX<18)-(FX>44)
120 YT=YT+(FY<18)-(FY>44)
130 V=YT*32+XT
140 IF PEEK(1024+V)=159 THEN XT=P:YT=Q:G
OTO130
150 IF PEEK(1024+V)=191 THEN GOTO 390
160 IF PEEK(1024+LK)=191 THEN 390
170 IF PEEK(1024+V)=42 THENPLAY"V31": FO
RR=1 TO 7:PLAY"V-V-V-V-T40L404CG":NEXT:S
C=SC+RND(3)+19:M=M+1
180 IF M=G THEN GOTO 460
190 Z=Q*32+P
200 POKE 1024+Z,128
210 POKE 1024+V,143
220 XU=XZ:YU=YZ
230 P2=XU:Q2=YU
240 F=YZ*32+XZ
250 ON SGN(XU-XT)+2 GOSUB 320,330,340
260 ON SGN(YU-YT)+2 GOSUB 350,360,370
270 U=YU*32+XU
280 IF PEEK(1024+U)=159 OR PEEK(1024+U)=
42 THEN XS=P:YS=Q:GOTO60
290 POKE 1024+U,191
300 XZ=XU:YZ=YU
310 GOTO60
320 XU=XU+1:RETURN
330 RETURN
340 XU=XU-1:RETURN
350 YU=YU+1:RETURN
360 RETURN
370 YU=YU-1:RETURN
380 GOTO 60
390 FOR v=1 TO 20:SOUND1,1:NEXTY:CLS
400 FOR R=30 TO 1STEP-1:PRINT@226,"YOU W
ERE KILLED BY THE SNAKE";:SOUND R*8,1:CL
SR/4:NEXT
410 CLS:PRINT"YOU SCORED"SC"POINTS"
420 PRINT,,"ANOTHER GO (Y/N)?"
430 A$=INKEY$:IF A$="" THEN 430
440 IF A$<>"Y" AND A$<>"N" THEN 430
450 IF A$="Y" THEN RUN ELSE END
```

```
460 PLAY OA$+OA$
470 GOTO 560
480 CLS:PRINT@10,"DIAMOND MINE"
490 PRINT"USE THE RIGHT JOYSTICK TO GET
 ALL THEN DIAMONDS. IF THE SNAKE TOUCHE
S YOU THEN YOU DIE.",,,"FIVE MORE DIAMON
DS ARE ADDED TO THE AMOUNT YOU HAVE TO C
OLLECT  EVERY TIME YOU CLEAR A SCREEN."
500 PRINT,,"PRESS ANY KEY TO START."
510 IF INKEY$="" THEN 510
520 CLS:PRINT"     ENTER SKILL LEVEL (1-9
)"
530 A$=INKEY$:IF A$="" THEN 530
540 C=VAL(A$):IF C=0 THEN 530
550 G=5:C=9-C
560 TL=0:XT=1:YT=7:XZ=31:YZ=7:M=0:G=G+5
570 OA$="V31T401L4AL8EL8EL4F£L4EP4L4G£L2
A"
580 CLS0
590 FORT=1024 TO 1054
600 POKE T,159
610 POKE T+480,159
620 FORI=1 TO 3
630 POKE T+RND(14)*32,159:NEXT I,T
640 FORY=0 TO 15:POKE Y*32+1024,159:POKE
 Y*32+1055,159:NEXT Y
650 A$=STRING$(5,128):PRINT@225,A$;:PRIN
T@250,A$;
660 FORT=1 TO G
670 BB=RND((13)+1)*32+RND(28)+1
680 IF PEEK(1024+BB)<>128 THEN 670
690 POKE 1024+BB,42:NEXT
700 GOTO60
```

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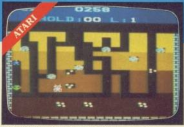

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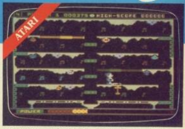
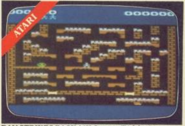
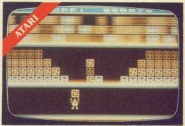


JET-BOOT JACK 32K Cassette/Disk by Jon Williams. JET-BOOT JACK, space-age jogger, takes you on a chase through the vinyl vaults of the PRESSING PLANT!



DAN STRIKES BACK 16K Cassette/Disk by Simon Hunt. In the first sequel to the top-selling DIAMONDS, Brian the Blob has stolen the GREAT DIAMOND and hidden it in the deepest vault.



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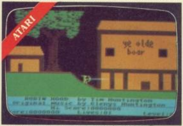

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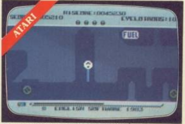
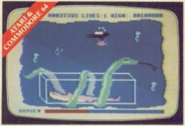


CITADEL WARRIOR 32K Cassette/Disk by Jon Mayers and Ken Farnen. The nations of the world are at the mercy of D-E-A-T-H (Dastardly Earthwide Anarchists and Terrorists against Happiness.) They are out to destroy the security CITADELS with their CYCLOTRON BOMBS!



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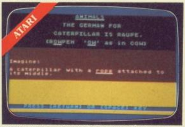

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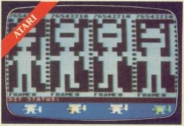

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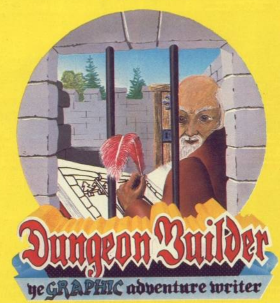

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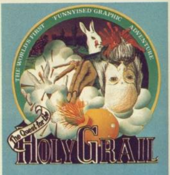
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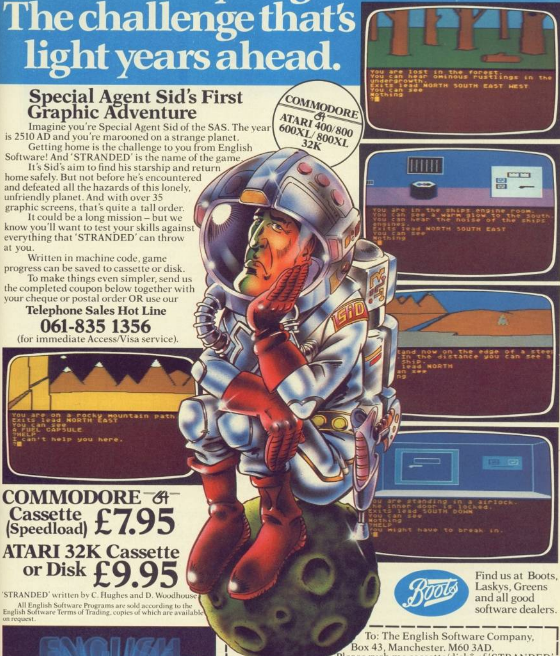

```
You are lost in the forest.
You can hear ominous rustlings in the
undergrowth.
Exits lead NORTH SOUTH EAST WEST
You can see
Nothing
?
```

```
You are in the ships engine room.
You can see a warm glow to the south.
You can hear the noise of the ships
engines.
Exits lead NORTH SOUTH EAST
You can see
Nothing
?
```

```
tand now on the edge of a stee
.In the distance you can see a
 ship.
 lead NORTH
an see
ng
```

```
ou are standing in a airlock.
he inner door is locked.
Exits lead SOUTH DOWN
You can see
Nothing
?HELP
You might have to break in.
?
```

```
You are on a rocky mountain path
Exits lead NORTH EAST
You can see
A FUEL CAPSULE
?HELP
I can't help you here.
?
```

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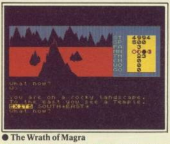


```
What now?
W>
You are on a rocky landscape.
To the east you see a Temple.
EXITS SOUTH+EAST+
What now?
```

● **The Wrath of Magra**

```
PICTURES FROM UPCOMING
MARVEL ADVENTURE
'QUESTPROBE-ONE'

Press enter for more?
"L"
```

● **The Incredible Hulk**

```
THE DOOR OPENS.
```

● **The Mystery of Munroe Manor**

The White Wizard, PCG's resident sorcerer, gets the better of the wicked witch Magra, transforms himself into the Incredible Hulk and brings you all the latest news, reviews and hints from the magical world of Adventures.

THE MAGIC OF MAGRA

It's been a long and tiring month for the White Wizard. As a result of a number of powerful spells, mostly involving British Telecom, I was at last able to get hold of Carnell Software's ***The Wrath of Magra***, a massive 120K program for the Spectrum that had me glued to the keyboard for hours.

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTEREST	VALUE
WRATH OF MAGRA	SPECTRUM 48K	£12.95	9	8	5	8
HULK	COMMODORE 64 SPECTRUM 48K ATARI BBC APPLE	£9.95 £9.95 £9.95 £19.95 DISK £7.95 £19.95	7	7	5	7
MYSTERY OF MUNROE MANOR	COMMODORE 64	£8.50	6	7	4	6
WAXWORKS	SPECTRUM BBC ORIC ATARI DRAGON	£9.95	7	6	5	6
GREEDY DWARF	BBC	£9.95	7	6	7	7

Magra comes excellently packaged with two tapes, full instructions, and a 158-page book that details the history of the Third Continent and makes very enjoyable reading.

As a mythic hero your destiny is to seek out and destroy the evil Magra, using whatever resources you can lay your hands on. The program comes in three parts. In the first you must explore the Valley below the Black Mountains and gather as many objects as you can to help you in your task.

In the second part you explore the caverns beneath the Mountains, battling with all manner of monsters and practising your spell-casting. As a professional wizard I can't tell you how important it is to practice those spells. After all, you never know when you're going to bump into a Balrog, do you?

In the final part you explore Magra's fortress, defeating her monstrous guardians and seeking out the evil witch herself in an attempt to fulfil your mission.

Carnell's program has a small vocabulary, but the scale of the undertaking is so enormous that it soon becomes an absorbing task. Some of the graphics are very nicely done, and there's a status panel in the top right-hand corner that tells you the time of day, phase of the moon, your strength, and other useful bits of information. Despite the simple commands this is a complex game that rewards careful play.

My only quibbles are that the response times are very slow and that you have to reload part of the tape (admittedly a very small part) every time you die, rather than just pressing a key to start again.

Apart from these minor reservations, I can wholeheartedly recommend the program, and will be reporting on my progress in the next couple of issues. Drop me a line if you're also playing the game and we can compare notes.

*

Meanwhile ***The Incredible Hulk*** bursts onto your screens, courtesy of Scott Adams and Adventure International. This is one of a new line of graphic adventures that look very promising, and versions are available for the Spectrum, Commodore 64, Atari and Apple machines. There's also a text-only version for the BBC.

Scott Adams' games are intriguing. They are at best rather primitive – no complex sentence input, rather limited vocabularies, and very brief location descriptions. However for some reason they are all furiously addictive. *The Hulk* is no exception and I struggled with it for hours.

The graphics are excellent, but thankfully you can turn them off as they take a while to load from disk. I haven't tried the cassette versions yet, but don't see how they could be any faster.

Your task is to collect a number of jewels or die in the attempt – which you will almost certainly do over and over again. As with other Scott Adams games, however, dying isn't much of a problem – you end up in limbo, but don't lose the things you're carrying and can re-enter the game with ease.

The Hulk's super powers give you possibilities that take a while to explore. Try digging a hole and you soon find you've dug your way right to the centre of the Earth! I leave the rest to your imagination, which will certainly be kindled by this very enjoyable game.

*

From Goldstar at £9.95 comes **The Greedy Dwarf** for the BBC. It's one of the best documented adventures I've received in a long time, excellently packaged with an attractive booklet and full instructions.

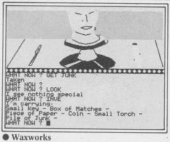
Goldstar have made use of the function keys for most of the common commands to save you unnecessary typing. The vocabulary is unusually large and some complex commands can be entered. Your task is to explore the caverns beneath a castle and retrieve three games – or have your head cut off. It's not an easy task.

Goldstar are new on the adventure scene and offer good customer support if you send off the registration card. *The Greedy Dwarf* is a tricky, text-only game that compares very well with other Beeb adventures. The only tip the White Wizard will give you on this one is to proceed with *extreme* caution.

*

Severn Software's latest release is **The Mystery of Munroe Manor** for the Commodore 64 (£8.50). Some excellent graphics make this an attractive game with tricky puzzles, though unfortunately some of the trickiest are to do with the limited vocabulary. There are 70 locations to explore as you attempt to solve the mystery of Lord Munroe's disappearance.

Disadvantages include slow responses and a routine that erases your instructions from the screen every time you enter them. The program doesn't understand 'Examine' so you must 'Look (object name)' instead. White Wizard's tip for this one? Make sure that you 'Look' more than once at each



```
WHAT NOW ? GET JUNK
Taken
WHAT NOW ?
WHAT NOW ? LOOK
I see nothing special
WHAT NOW ? INVE
I'm carrying:
Small key - Box of Matches -
Piece of Paper - Coin - Small Torch -
Pile of Junk -
WHAT NOW ? █
```

● **Waxworks**

object – more is often revealed.

*

Waxworks is the new mysterious adventure distributed by Digital Fantasia and Channel 8, and available on most machines for £9.95. It's the latest in a long series that includes *Arrow of Death, Circus*, and *The Wizard Akyrz*. In *Waxworks*, you wake up to find yourself locked inside the building – but you are not alone.!

Good graphics which you can skip if you want to – just as well because they take a while to draw. Your commands are entered on a scrolling text window as in *The Hobbit*, and the responses are nice and fast.

Waxworks looks like becoming as much of a favourite as the other titles in the series. There are a couple of tricky mazes to negotiate, so the White Wizard advises you to stock up with as many useless items as possible. You can then drop them in the mazes and use them as landmarks to find your way about.

*

Finally, a brief mention of ***Klartz and the Dark Forces***, a Dragon adventure I reviewed a couple of months back. Following some timely hints from Mike Meineck (the author), it appears that there may be more to this game than meets the eye. I'll be taking another look at it next month, and if anyone else out there has tried it I'd be interested to hear how you got on.

Do-it-yourself wizardry

Fed up with rip-off games? Has life in other universes lost its sparkle? The answer's simple – write your own adventures and refresh the parts of your imagination other games cannot reach.

Up till now you couldn't do this without a good knowledge of programming – preferably in machine code – and a few months to spare into the bargain. Now you can turn out a competent machine code adventure (even one with graphics) in less than a day – without having to poke a single byte.

Programs that enable you to do this are called 'adventure generators' and there are now two of these on the market. At the moment you'll need either a Spectrum or Commodore 64 to run them, but versions are being considered for other machines.

Gilsoft's ***Quill*** is probably the best known. It costs £14.95 on either the Spectrum or Commodore 64 (£19.95 on disk for the 64) with BBC, Atari, and (possibly) Oric versions available later this year. It comes with an excellent 40-page manual and although it's text-only has a number of useful features.

The first is that it leaves you with 30,553 bytes of spare memory (Spectrum version). This means you can produce a very decent-sized adventure on it without running out of space.

Other useful options include easy control of colour when printing your text on screen, and the option to list your adventure on a printer if required.

Having designed your game, you then work your way through the locations in order, typing in the description for each one, adding objects, traps, monsters etc. as you go along. One very useful feature is a set of 'status flags' which allows you to test for certain conditions and alter the game accordingly.

For example, you may decide to include a snake in your game which bites the player. However, you don't want him/her killed straight away, and decide that the adventurer should be given five moves to find an antidote. Using the 'status flags' you can test for the number of moves made and act accordingly.

The Quill is a very professional product that will enable you to produce first-class text-adventures. Gilsoft will even help you put them on the market if they're good enough, and you'll find a game written using *The Quill* reviewed elsewhere on these pages.

Dream's ***Dungeon Builder*** works in a rather different way to Gilsoft's program. Instead of typing in your location descriptions one by one, the screen displays a huge grid of octagonal shapes, each one representing a location.

Using a keyboard you manoeuvre a cursor from one octagon to the next, and follow the different instructions presented to either enter text, remove walls (to create doors and passages), or edit locations.

The main advantages of this are first that you have a useful visual representation of your adventure 'map', and secondly that you don't have to enter the locations in any particular order. This does mean, however, that you have to be very disciplined in the way you make your entries, otherwise you can

92▶

This month's helpful hints

Following numerous cries for help, the White Wizard offers the following three clues to bewildered adventurers.

Use the Clue Code at the end of each problem to identify a square on the grid. Starting from that square, read every second letter until you have a complete sentence.

When you reach the end of a row, go back to the beginning of the next one and carry on. If you reach the bottom of the grid, start again from the top.

1. Can't open the acoustic doors in Alligata's *Here Comes the Sun*? You'll kick yourself when you see how easy it is. (Clue Code H4)
2. Having trouble finding the leg-pieces in *Quest of Merravid*? Try this for size. (Clue Code A1)
3. Can't get past the dinosaur in *The Time Machine*? You'll need to explore some of the other dimensions before trying this solution. (Clue Code A2)

	1	2	3	4	5	6	7	8	9	10
A	C	D	L	I	I	N	M	O	B	S
B	D	A	O	U	W	R	N	S	R	L
C	O	I	P	K	E	E	A	B	N	I
D	D	S	I	C	F	U	I	I	T	T
E	S	S	N	J	A	S	P	A	S	T
F	K	E	E	P	E	S	P	I	T	S
G	R	O	Y	S	I	N	N	A	G	E
H	T	O	P	S	Y	A	R	Y	N	O
I	P	P	R	E	I	N	I	P	L	T
J	S	G	T	R	O	M	P	A	C	E

ADVENTURE NEWS · ADVENTURE NEWS ·

African epic

Severn Software are bringing out *King Solomon's Mines*, a two-part adventure based on the famous book by H. Rider Haggard. Available on the 64 only, the first episode should be in the shops in August. Price to be announced.

Heavenly game

Level 9's latest block-buster, *Return to Eden*, should be on sale by the end of July. This is the sequel to their extremely complex best-seller, *Snowball*, and if it lives up to Level 9's usual high standard it should be a winner. Available for most popular machines at £9.90, there's also a microdrive version planned for the Spectrum, and disk editions for the 64 and BBC.

Life after the bomb

Artic are bringing out *Ground Zero*, in which you'll find out how likely you are to survive a nuclear holocaust. Artic claim the game has been well-researched, and is 'not a joke by any means'. I should think not. Text-only: £6.95 for your 48K Spectrum.

Slowcoach Sherlock

Melbourne House have announced yet another delay in the production of *Sherlock Holmes*. Release is now planned for September.

Midnight Epic

Beyond Software have just released *Lords of Midnight*, an adventure of truly epic proportions, for the Spectrum at £9.95. The graphics are very original and Beyond claim there are 32,000 possible views.

lose track of which rooms you put where.

The disadvantages of Dream's program compared to *The Quill* are the lack of available memory space on the Spectrum (only 10,000 bytes) and the slightly confusing manual which needs to be worked through very carefully to get the best from the program.

The memory won't be such a problem for 64 owners, however. What's more, there's a microdrive version coming out for the Spectrum that will enable you to get round the lack of space by saving different sections of your game onto tape.

However it's the graphics that are the biggest attraction of Dream's program. You can include a picture for any location if you wish, and since each line you draw takes up only 3 bytes of memory you can fit in a surprising amount. There's a special drawing aid included in the program, that allows you to draw line and 'fill' different areas with colour.

Even if you're not interested in drawing pictures, this is an important facility that will enable you to include maps, diagrams, and other visual elements in your game.

Once I'd mastered the manual, I found *Dungeon Builder* a joy to use. It doesn't have as many features as *The Quill* – no 'status flags', for example – but if you're clever you can use the facility for 'conditional commands' to get round this.

At £9.95 it's considerably cheaper than its main rival, and the added attraction of graphics makes it a very tempting package, especially if you can get hold of a Commodore 64 or microdrive version. If you want to market your games, Dream won't charge you any royalties providing you credit them on the packaging and in the program.

Gilsoft's *Quill* offers the Spectrum owner more space and more facilities, but no graphics. *Dungeon Builder* has graphics and is £5.00 cheaper. Both of these programs are excellent products and offer exciting possibilities to the imaginative adventurer.

The Wizard's Mailbag

The White Wizard spent a long time pondering over a note from Andrew McSomeone, address unknown. I almost broke my staff casting a powerful 'reveal' spell over your signature, Andrew, but it seems that your pen is mightier than my wand.

Andrew suggests that we start an adventure helpline, where readers who get stuck could write in and get their name and address published along with their problems. Other readers who know the solution could then get in touch with them direct.

Excellent idea, Andrew. To get the column started, here's a query from Mark Grzywacz (and it took a very powerful spell to unravel THAT one). Mark is stuck in Quicksilva's *Velnor's Lair*, and is unable to get past a pool of hungry looking sharks. If any fellow adventurers can help him out, drop him a line at 28 Bullens Green Lane, Colneyheath, St Albans.

Keep the queries coming in. We'll follow Andrew's advice and institute a regular column if there's enough demand.

Paul Sellers (who I mentioned last month) writes in to point out that his name is not Paul Sellers, but Paul Sellen, and gives a very detailed account of how he mastered *The Hobbitt*. He also mentions that 'your second task is to bring back Thorin alive to the tunnel'. Personally I always found Thorin a bit of a nuisance in the second half of the game, but I might have second thoughts from now on, Paul.

R. Samuel writes in bemoaning the lack of graphic adventures for the Electron. In answer to your query, Mr Samuel, yes Bug Byte's *Twin Kingdom Valley* does have graphics on the Electron version, and no, I'm afraid I don't know of any other graphic adventures for your machine. No doubt as volume sales increase, so will the number of games available.

Finally, after a very busy month, the White Wizard has to announce that he is unable to give solutions over the 'phone. If you've got a query, drop me a line and I'll do my best to squeeze you into these columns, or include you in the new adventure 'helpline'. Alternatively you could give Commander Chance a ring on 01-636 5911 and leave a message.

See you next month. In the meantime, best of luck, and if you meet a troll, make sure you offer him a light.

atari adventures
a guide to playing and writing adventures
tony bridge

Books for Atari, Dragon and Acorn

Sunshine Books have recently brought out three new titles which should be of interest to adventurers on the Atari, Dragon, BBC, and Electron machines.

'Atari Adventures' is written by Tony Bridge, a man very well-versed in adventuring who has regular columns in a number of micro-magazines. As is to be expected, his book is very readable with a wealth of information for the would-be adventurer.

The book falls into two parts, an introduction to adventuring, with chapters on Scott Adams, D&D, and elements of adventure programs currently available. The second part deals with the rather more tricky subject of programming your own game.

Tony gives the reader a full Basic listing of an adventure called 'The Eye of the Star Warrior', and takes the reader through it section by section, passing on some useful tips as he goes.

'Artificial Intelligence on the Dragon Computer' is a different sort of animal altogether. Written by Keith and Steven Brain, it takes the reader through various simple A.I. techniques, including word recognition, 'expert systems', and programs that 'learn' from their mistakes.

The same book (but with different programming examples) is also available under the title **'Artificial Intelligence on the BBC and Electron'** for Acorn owners.

You may wonder why I mention this book on these pages, but an understanding of A.I. is essential for anyone seriously interested in writing their own adventures. The programming examples are all in Basic, well-documented, and should help you to make your own programs more concise, and more impressive.

These books are, like other titles in the Sunshine range, well-produced and attractively designed. 'Atari Adventures' will set you back a reasonable £5.95, but you'll have to pay an extra pound for the A.I. books, which makes them a little on the expensive side.

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What egg-citement! It's

DICING DEADL

YOUTH BATTLED against experience in this month's marathon Challenge Chamber contest. 15-year-old Stuart Brewer from Manchester entered the Chamber to confront Mrs Jean Goddard, 36-year-old mother of two from Leiston in Suffolk. The battleground? A&F's *Chuckie Egg* on the Spectrum.

Both Stuart and Jean had amassed huge scores – 582,670 and 581,320 respectively. But both were very cagey about what subsequent practice had done for their figures.

Neither contestant has had a Spectrum for a very long time. Stuart was given one about six months ago and has used it mainly for playing games. Apart from *Chuckie Egg* he's also a fan of *Manic Miner* but says that he finds *Jet Set Willy* 'a bit too hard'.

Jean was the donor rather than the recipient of a computer – she gave one to her 12 and 14-year-old sons for Christmas and found herself easily beating their scores on *Chuckie Egg*. She likes the game because 'it's non-violent' and adds that 'it's the only one I can play well'. Now she'd like someone to bring out a version of the Arcade game *Mr Do.*

Jean was a reluctant entrant to the Challenge Chamber, admitting that her sons had made her send in a form. She was certainly pretty surprised when the Chamber Master spoke to her on the phone to invite her to London.

After the customary hearty meal that all competitors eat before meeting their fate the contest began at 2.18. Both seemed relaxed and confident as they took their places at the keyboards, although Stuart had exclaimed that it was the first time he had played on a colour TV – at home he is banished to the old black and white set.

Chuckie Egg is a game of platforms and ladders set in a farmyard. You have to rush around collecting eggs and piles of corn. Ranged against you are manic blue ducks and a wicked time-limit. In the top left of the screen is a big, bad golden duck in a cage which is even nastier than the blue ones. Players start with five lives and get extra ones for every 10,000 points.

For the first ten minutes the Chamber was filled with a series of rapid beeps as both players rushed through the lower levels accumulating points and lives.

Level 9 was where the fun really began – at this stage the crazy golden duck leaps out of its cage and starts chasing you. At this point Stuart was just ahead of Jean on points – 44,000 to 42,500.

It wasn't until both were well past the 100,000 mark that the first life was lost. This was one of Jean's, on level 14.

Stuart was still going strong and keeping ahead on points. By 2.40 he was on level 24 and had scored 273,000 points. As Jean passed the 200,000 mark she lost her second life.

A couple of minutes later Stuart lost his first man, but quickly went past 300,000 and graduated to level 26. Jean, meanwhile, was being given the run around on level 23. But eventually, after a real struggle, she got through.

On level 31 Stuart suffered a spate of fatalities and the Death March was heard playing on both machines as Jean also lost men.

By 3.00 Jean had almost closed the gap on Stuart. They both had just over 400,000 points and were now frantically trying to get through level 32, which Jean described as 'the worst one of all'. There was a good ten minutes of frenetic duck-dodging before they both escaped.

By level 40 both were on the brink of surpassing their previous high scores, which they promptly did on level 41. Scores mounted up relentlessly now: 600,000; 700,000. Until level 48 where they both got bogged down again.

Stuart was the first to escape and at 4.00 he'd reached 900,000; three minutes later Jean joined him. But her lives were running out and at last, on level 56, she passed away. She had scored 918,220 points.

CHUCKIE EGG
A GAME OF SKILL FOR 1 TO 4 PLAYERS BY N.ALDERTON

But Stuart was still going strong. On Level 60 he breached the million mark. But with Jean already out of the running he decided not to carry on. With 1,070,450 points and lots of lives to go this worthy champion of the Challenge Chamber retired. It boggles the Master's mind to think what he might have achieved had he carried on.

Yet again no Wally of the Month. Yet again a stirring contest with phenomenal skill displayed to reach the peaks of games playing. Let's hope next month can equal it.

SEND US YOUR RECORD SCORES

You too can achieve nationwide fame by sending us your high scores on any popular game for any micro. Just fill in the form below.

But remember. You may be summoned to the Challenge Chamber to prove that your skills match up to your claim...

OK – I'll dare the Challenge Chamber

(This portion to be filled in by witness)

Name ....

Address ....

Telephone no. (if possible) ....

Game .... Machine ....

My record score is: .... scored on (date) ....

in a game lasting ...... mins ...... secs.

Signed ....

Here are my tips for playing this game well.

....

Name ....

Address ....

Telephone no. (if possible) ....

Occupation ....

I confirm that the above claimed score is genuine.

Signed ....

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.

the *Chuckie Egg* challenge!

G WITH THE
LY DUCKS

● Both contestants displayed intense concentration in this marathon challenge. Stuart Brewer beat the million mark to win, but Jean Goddard also scored a personal best.

The scores to beat

REVENGE OF THE MUTANT CAMELS COMMODORE 64

★ 1,680,000	Tom Burton, Sweffling, Suffolk
★ 1,420,000	Steven Finlay, Kircaldy, Scotland
★ 1,185,176	Alan Bilsborough, Glasgow

HUNCHBACK SPECTRUM

★ 8,692,100	Henry Featherstone, Prestatyn, Wales
★ 4,830,400	Richard Skerrit, Nottingham
★ 4,037,400	Keith Brunton, Peebles, Scotland

GRIDRUNNER VIC 20

★ 309,820	Graham Fox, Manchester
★ 240,990	Peter Stanford, Manchester
★ 170,740	Simon MacCutchan, Southbourne, Dorset

MANIC MINER SPECTRUM

★ 11,310,613	Russell Owens, Malvern, Worcestershire
★ 7,500,214	Daryl Unwin, Camberley, Surrey

CHUCKIE EGG SPECTRUM

★ 1,070,450	Stuart Brewer, Manchester
★ 918,220	Jean Goddard, Leiston, Suffolk
★ 560,680	Alan Taylor, Aberdeen

PYRAMID SPECTRUM

★ 138,372	J.A. Wood, Edgware, London
★ 138,031	Alastair Douglas, Belfast
★ 137,924	Andrew Follows, Scunthorpe

JET PAC VIC 20

★ 135,660	M. Edwards, Bakewell, Derbyshire
★ 116,490	Andrew Anderson, Bath
★ 102,165	Jason Mahoney, Sandigate, Kent

LUNAR JETMAN SPECTRUM

★ 299,680	John Elliot, Falkirk, Scotland
★ 202,720	Paul Reed, Hull
★ 173,530	Mark Johnston, Arbroath, Scotland

3D ANT ATTACK SPECTRUM

★ 47,860	Andrew Ley, London
★ 44,285	Robert Kidd, Ipswich
★ 40,595	Andrew Critchley, Suffolk

PSSST! SPECTRUM

★ 411,440	Simon Greetham, Barnstaple
★ 258,480	Mark Graham, Edinburgh
★ 174,435	R. Snaith, Oxford

High-score strategies and cryptic tips

Those poor postmen. This month even more of them staggered to the Chamber Master's door bearing even heavier sacks bulging with your entries. *Chuckie Egg* continues to obsess the nation's gamesters and the magnificent contest described here should spur them on to ever greater achievements.

Entrants' tips for this game do not usually offer very useful advice; 'Practice makes perfect' is the most common suggestion. The Chamber Master is becoming increasingly dissatisfied with this line. If you haven't got room on the form, then write a letter. The Master likes to get letters.

Neil Watson of Dundee, though, did have some original, if mystifying, advice. 'Learn pattern of ducks and keep moving!' he says. Straightforward enough. But what about this? 'Listen to Thompson Twins and U2.' Well, it may be worth trying since it got Neil a score of 355,190 on his Spectrum version.

Some people will stop at nothing, it seems, in their search for a high score. They lose all sympathy for their fellow human beings. C.E.Walker of Aylesbury gives this tip for *Zzoom*: 'Don't worry too much about the hostages, concentrate on not being killed'. The Master is all for self-preservation, but he did think that the point of *Zzoom* was to save the stranded figures from death. Have you no heart, Mr Walker?

Two interesting approaches to *Jetpac* on the Spectrum are on offer in entries from Anthony Quansah of Wakefield and Matthew Smith of that mystical town Glastonbury. There was nothing mystical about Matthew's tip. In fact, it couldn't have been more down to earth; 'Smash the hell out of 'em', he urges us, without adding how to do it. Matthew's scored 131,100 as opposed to 349,905 for Anthony, who enclosed a lengthy and detailed letter of strategies for each level.

An intriguing entry for *Lunar Jetman* has come the Master's way from Birmingham. This is the first ever joint application for admission to the Challenge Chamber. Nicholas Clifford and Leroy Vyse, both aged twelve, have clocked up an impressive 152,160. Nicholas writes: 'My friend takes care of his section of buttons on his side of the keyboard and I do the working of my buttons.' This is an exciting development, but the Master is not sure if he can accept an entry from two people and is still considering their eligibility.

A cryptic tip accompanied Geoff Seal's huge score – 1,229,460 – on *Zalaga* for the BBC. 'Move from side to side' he says. Come on Geoff, you can give us a bit more help than that.

David Alexander's score of 5680 on the Spectrum game Android 2 came with a letter full of good tips but ended with a cry for help; ' Can anyone help me with the Paradox Zone?' David asks. If you can, then put pen to paper and drop the Chamber Master a line.

The more people who write letters giving tips the better. There isn't much room on the form so if you have anything to say an extra sheet is essential. And don't worry about the postmen – they can take it.

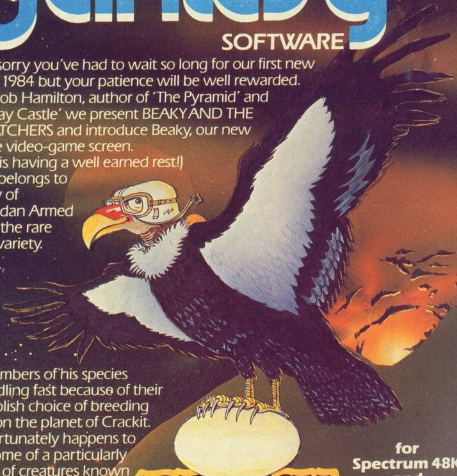
fantasy SOFTWARE

We're sorry you've had to wait so long for our first new release of 1984 but your patience will be well rewarded.

From Bob Hamilton, author of 'The Pyramid' and 'Doomsday Castle' we present BEAKY AND THE EGGSNATCHERS and introduce Beaky, our new star of the video-game screen.

(Ziggy is having a well earned rest!)

Beaky belongs to the family of Andromedan Armed Condors, the rare goggled variety.



The numbers of his species are dwindling fast because of their rather foolish choice of breeding ground, on the planet of Crackit. This unfortunately happens to be the home of a particularly evil band of creatures known collectively as the Eggsnatchers. Their sole malicious intent in life is to extinctify Beaky's species by stealing or destroying the eggs by any foul means available.

BEAKY and the Egg Snatchers

for Spectrum 48K and Commodore 64

Your objective is to try and brood, hatch out and rear as many little Beakys as possible through 12 different screens of formidable but delightful arcade action.

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Beaky and the Eggsnatchers is available for 48K Spectrum and Commodore 64 at £6.50 on cassette or on disk for the Commodore 64 at £9.50 from

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Sadly, some who have bought have found that the game sparkled less than the box. For, as more and more companies jump on the home computer bandwagon, it becomes ever more likely that most of the imagination and excitement is concentrated in the pack. Instead of playing a fast game, you lose a fast buck. Or, more likely, several.

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

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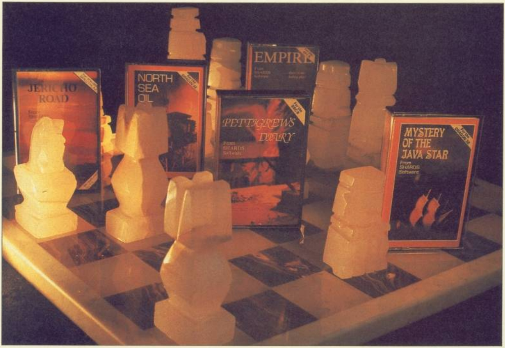

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The Commander comes back on a mixed bag of readers' phone-ins

BRRRR
HOTLINE
01 636 5911

CALLING COMMANDER CHANCE

GREETINGS, once again folks. How do you like the guy on the cover this month? That's my uncle – a real good looker if ever I saw one. And as handy with a gun as I am with an automatic telephone. Gee, you've been keeping me busy. The hot-line's been humming like a hornet with your outbursts of anger about crummy games (and other things) and my super-powerful brain has been burning up working out replies.

Here's just a small selection of the action. But keep the calls rolling in on **01-636-5911**. And this month why not tell me about the most hilarious moments you've experienced while playing computer games? After all this news of awful software, I could do with a laugh.

Key question

'Why is it that only a few of the keys in *Atic Atac* are randomly placed?'
John Buck, Southampton

That's easy. If all the keys were dumped at random you just might end up with, say, a yellow key locked in the attic behind a yellow door where it would be impossible to reach.

Hellishly difficult

'I have got *Jet Set Willy* for the Spectrum and I can't get into the passage entrance to Hades – have you got any ideas how to do it?'
Robin McPherson

I've stayed a couple of nights in Willy's mansion, and believe me, it's a weird place. Entrance to Hades especially is a deadly bore, very deadly. But if you must go there, you could try a little trip starting at the bottom of the wine cellar. Or, if you're clever you can do a jump to the left from a certain point in The Security Guard.

Oric Lament

'My problem is, I have an Oric 1, but it won't load programs. Could you tell me how to load it.'
Peter Boyce, Aylesbury, Bucks

Takes a lot of patience, sometimes, Peter. My Oric doesn't like cassettes too much either, but it'll load most of them eventually.

Wrong Kong

'I want to tell all the readers about *Crazy Kong* by C-TECH for the Spectrum. It says it's got three screens, but it's only two, and the animation is very flickery – it says it's all machine code, but it can't be.'
John Whiteling, Mortimer, Berks.

Juggling keys

'I've found two mistakes in *Chinese Juggler* by Ocean. It says on the Commodore 64 version you need a joystick to play the game, not so. You can use the arrows, the 1,2 and control keys and the space bar. Also it says that the white plate spins the longest. Well, this is not so, because I timed all the different colours and in fact they stay on for 1 minute 15 seconds each.'
Kirk Sands, Surrey

Arcadia critic

'I have just phoned to complain about *Arcadia* by Imagine for the unexpanded Vic 20. Everybody said so much about it, but when you actually play it, it's not brilliant after all. The scrolling is pretty diabolical. It's still quite a good game, but when you compare it to things like *Metagalatic Llamas* and *Gridrunner*, those are superb games and yet they just don't seem to get recognition.'
Andrew Philpot, Hertford

Gee, Andrew, you gotta remember that Arcadia's a couple of years old now. And with all those screens to work through, it still gives plenty of action.

BRRRR
BRRRR

Load of problems

'I'd like to complain about Microdeal's *Space War*. Frankly, I think it's a load of rubbish! I bought the game and it said it was a high speed arcade game. I don't know whether it was very good, but it just won't load. I just had to give up in the end. If you can do anything about it, I would be pleased.'
Stuart Bourne, Kingston.

Just take back the tape and ask for another copy of the same game. They gotta give you one. But don't try asking for a different game instead, or they'll think you're one of those pirates who makes a copy of a game and then spoils the tape to get a refund.

Matthew Who?

'Hello? Hello? Commander Chance? This is Matthew Smith, you know, the one who invented *Manic Miner* and *Jet Set Willy* – you there? Hello?
Anon

Who are you trying to kid, wiseguy...

Cruise Snooze

'I'd like to complain about *Cruising on Broadway*. The company said it was a high interest game, but when you play it all the graphics are cursor squares and lines and the music is not too good.'
Stuart Innard, Durham

Pirate swappers

'About the pirates, is it really doing the damage the companies say it is doing? Loads of people at our school all have the same computers and some people are just swapping tapes like people, things like that. And what's the harm in that? It's not as if it's doing them out of loads and loads of money.'
Paul Erne, Uxbridge, Middx

Something tells me the software houses might disagree with you there. They reckon there are about eight pirated copies in existence for every genuine one. That's one load of money, believe me.

THE FINAL CONFLICT

The galaxy's most unusual war-game has got off to an intriguing start with five countries changing hands. The Union and the Commune now each control six countries, one more than the other two powers.

The most interesting battle took place near the centre of the continent – the attack by Lorilon on Olgrish helped the Dominion to capture that country, but simultaneously left Lorilon vulnerable to an attack from Bikonia, allowing the Union to recover its losses.

Other high points were the Commune's capture of Balyria and the takeover of two neutral countries by the Federation and the Union. However indecision among Federation voters led to the month's biggest blunder: the unsupported attack by Upland on neutral Knephet resulting in the loss of six armies.

Some voters appear to have forgotten that for an attack to be successful, not only do you need to outnumber the defenders by almost 2 to 1, you must also allow for the extra armies which may be produced in the defending country – one for each of its factories.

Here are the moves carried out by each power. An explanation of the two-letter codes is given under 'How to Vote'. To see exactly what happened, you may find it helpful to refer to last month's map, and mark arrows to indicate the various attacks.

● How the game works

Four superpowers are at war:
The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more countries – any power which can control more than half – ie 17 countries – has won.

Individual players are all allocated to one of the four sides. They must then decide how each of their side's countries should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY
REINFORCE
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been received our computer will tot them up. For each power the move which gets the most votes is acted on.

Once all four powers' moves have been worked out, the computer will use the game's detailed rules to calculate what happens. This will be revealed in our next issue.

But a key feature is that having worked out the most popular moves, the computer then goes back and studies each individual's votes to see what would have happened if his team had moved as he suggested. The ten players for each team who submitted the moves which would have been most successful will gain extra votes, ranging from 100 for the most successful to 10 for the 10th most successful.

THE DOMINION

Elmet BA, Iskrand AO, Jorlon BA, Lorilon AO, Warish BS.

The Dominion majority showed pretty good sense with these moves, with one exception. Instead of building armies in Jorlon, the country should have supplied or reinforced Lorilon – this would have prevented the latter's capture by Bikonia. Most of the 10 players who have become the Dominion's first war-lords spotted this possibility.

THE UNION

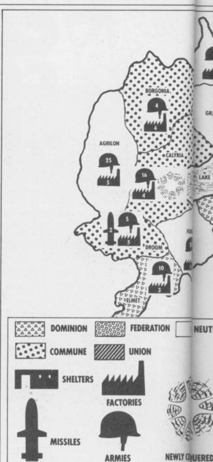
Bikonia AL, Charg BA, Olgrish LA, Quithlin AP, Yinkan AP.

Overall, this was a very successful set of moves. Nothing could be done to prevent the loss of Olgrish – at least it went out with a bang! And to compensate, there was the delightful, back-door capture of Lorilon. Meanwhile Yinkan and Quithlan clubbed together to take Pugrosh which, as things turned out, was the only other country up for capture. The Union can count itself fortunate the way the votes turned out, because only eight of its members (now war-lords) voted to ensure both captures.

THE COMMUNE

Aberstrof BA, Borgonia AC, Droom AC, Norland AO, Zorg BA.

There was an important success in the west with the two-pronged seizure of Balyria. But Norland's attack on Olgrish failed in the face of a combined Dominion onslaught. The shrewder Commune players (including most of the war-lords) voted for Norland to attack Rorgia instead.



THE FEDERATION

Calyria BA, Dweria AT, Fargrim AT, Upland AK, Vindrish BA.

These moves show the confusion democracy can cause. Thankfully, Tigron was captured in the far east. But Upland's attack was sheer waste. What's more an important opportunity was missed in the West. Upland and Balyria could have combined to take Grarg if Upland had directed its missiles there.

With the build up of large numbers of armies in some countries and the continued presence of unprotected missiles in others, the scene is set for an even more dramatic second turn. Get voting quickly!

WAR-LORDS

These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

THE DOMINION

Brian Stewart, Dumfrieshire (100); Paul Gilber, London (90); R B Williams, Surrey (80); David Phillips, Manchester (70); K R Morris, Cornwall (60); Cliff Joseph, London (50); Jeffrey Sloneem, London (40); Dave Dickinson, Cumbria (30); A R Tolmie, Inverness (20); Paul Hobbs, Southampton (10).

THE UNION

Rae Holton, Bristol (100); A B Rawcliffe, Hants (90); Paul Edmondson, Liverpool (80); Simon Lincoln, Bucks (70); Paul McNamee, Birmingham (60); D P Glennerster, Devon (50); Paul Hellawell, Leeds (40); Andrew Whitehead, Hudderfield (30); Gary Savage, Suffolk (20); Paul Wray, HV3 (10).

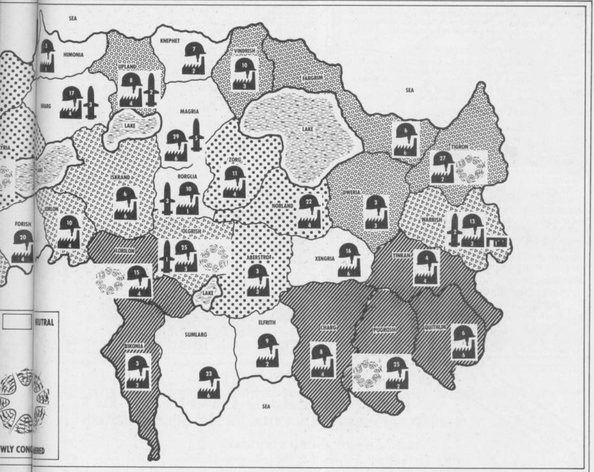
THE FEDERATION

Paul Johnson, Tyne and Wear (100); Stephen J Chatwin, Birmingham (90); Iain Smith, Forfar (80); N Wilson-Wright, Kent (70); Daman Kirby, Nuneaton (60); Mark West, Walsall (50); Barry Skingle, Hemel Hempstead (40); Matt Robinson, Surrey (30); Brian Hughes, Gwynedd (20); Steven Joice, Sunderland (10).

THE COMMUNE

Stefan Lipiec, London (100); B J C Smith, Milton Keynes (90); Andrew Clarke, Essex (80); John Greig Logie, Aberdeenshire (70); M S Rogers, Bristol (60); Steven Gray, Birmingham (50); Steven Ogilvie, Northumberland (40); Donald McGowan, Dundee (30); Jason Hall, Hampshire (20); Adrian Crofts, Kent (10).

everyone's talking about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JORLON
NORLAND
DWERIA
TIGRON
WARRISH
FORISH
OLGRISH
LORILON
ABERSTROF
XENGRIA
YINKAN
LAKE
ELFRITH
SUMLARG
BIKONIA
CHARG
PUGROSH
QUITHLIN
SEA
NEUTRAL
WLY CON
ERED

● How to enter

You simply complete this form and send it to us. You MUST enclose a stamped, addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name..

Address..

....

● How to vote

You must enter one vote for every country your power controls. So Federation and Dominion members will have to leave the bottom line of the voting form blank. First of all write down the list of your countries ALPHABETICALLY in the voting form. Then make your votes.

Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce and Supply orders, you use the letters A, L, R or S followed by the first letter of the country to be attacked, supplied, etc. So to vote Attack Xengria, you should write AX. The other possible votes are: Build Armies = BA, Build Missiles = BM, Build Factories = BF, Build Shelters = BS.

Name ....

Address ....

....

Membership code ....

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	

Post this form to The Final Conflict, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **June 29th** to allow us time to process them.

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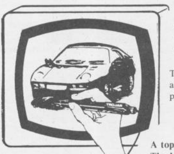

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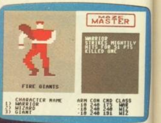

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                                MAZE
                               MASTER

                              WARRIOR
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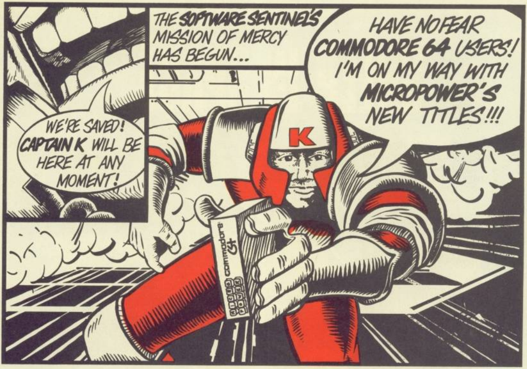
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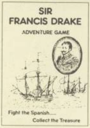
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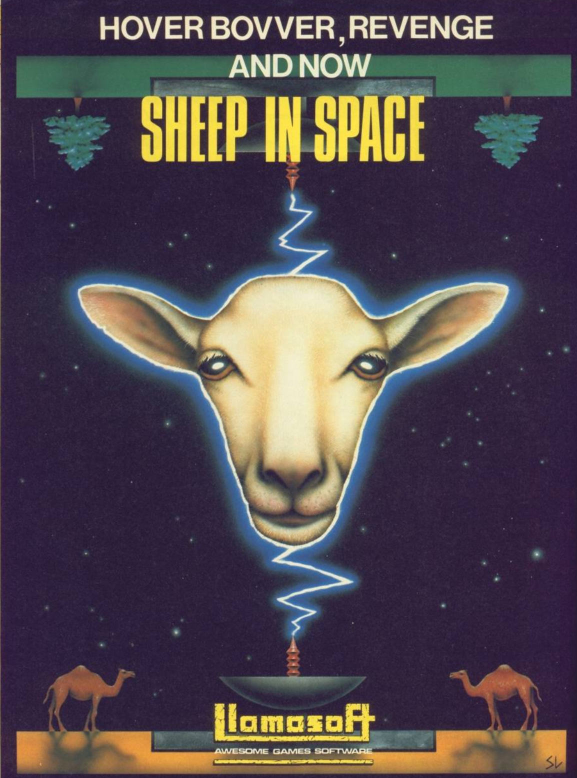
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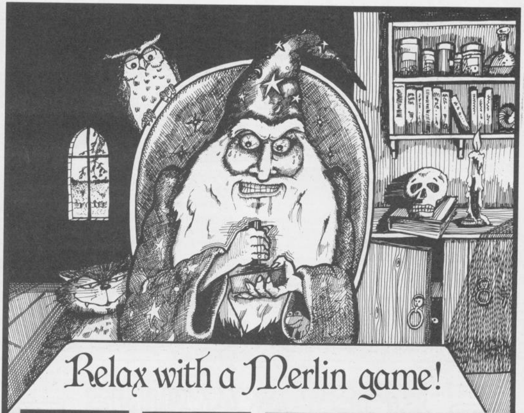

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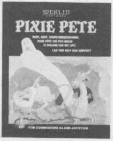
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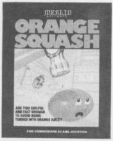
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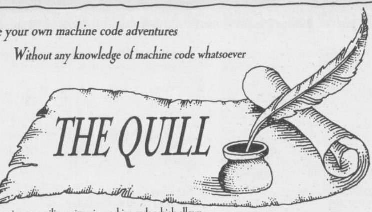

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PCG RECOMMENDED GAMES

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

Also each month we take a game from these lists and give it special treatment as our 'Screen Classic'. It gets a page to itself so that we can wax lyrical about why it's a good game.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac, Jet Set Willy.*

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner.*

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Android 2	48K	5.95	Vortex	Very difficult 3D version of *Robotron*
Ant Attack	48K	6.95	Quicksilva	Amazing 3D graphics as you try to save the girl from the killer ants
Apocalypse	48K	9.95	Red Shift	Complex strategy war game
Atic Atac	48K	5.50	Ultimate	Brilliant and inventive arcade adventure
Bugaboo	48K	6.95	Quicksilva	Help the stranded flea escape from the bizarreunderground world
Cavern Fighter	48K	5.95	Bug-Byte	Best Spectrum version of *Scramble*
Chequered Flag	48K	6.95	Psion	Superb motor-racing simulation
Chuckie Egg	48K	7.90	A&F	A frantic multi-level game featuring deadly ducks
Deathchase	48K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
Fighter Pilot	48K	7.95	Digital Integration	Marvellous flight simulator with combat features
Halls of the Things	48K	7.50	Crystal	Very fast and very difficult arcade adventure
Jet Pac	16K	5.50	Ultimate	Use your jet-powered man to assemble a rocket and avoid aliens
Jet Set Willy	48K	5.95	Software Projects	Explore the huge mansion in brilliant arcade adventure
Jumpin' Jack	16K	5.50	Imagine	A simple, but incredibly addictive game

COMMODORE 64 GAMES A-I

TITLE	PRICE	SUPPLIER	COMMENT
Aztec Challenge	8.95	Augiogenic/Centresoft	Dodge spears, rocks and other hazards in a perilous fight for survival
Booga-Boo	7.95	Quicksilva	Brilliant graphics as your flea tries to escape from his underground prison
Bumping Buggies	6.99	Bubble Bus	Frantic road-race with strange obstacles
China Miner	7.00	Interceptor	Frenetic multi-level, multi-screen platform game with great sound and graphics
Chinese Juggler	6.90	Ocean	Exciting game with lovely graphics in which you have to keep the plates spinning
Falcon Patrol	8.00	Virgin	Excellent fighter simulation with a scrolling 3D landscape
Fire Ant	7.95	Mogul	Unusual maze-game with good graphics in which you have to rescue a Queen Ant
Forbidden Forest	8.95	Audiogenic/Centresoft	Fight your way through a chilling monster-infested forest. Terrific atmosphere
Hovver Bovver	8.00	Llamasoft	Suburban gardeners run riot with their mowers in this fast and witty game
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Blagger	7.95	Alligata	Multi-level game with a multitude of objects and obstacles
Chuckie Egg	7.90	A&F	A frantic multi-level game featuring deadly ducks
Colossal Adventure	9.90	Level 9	First of a series of text adventures with 200 locations
Fortress	8.95	Pace	A brilliant version of the 3D space-game *Zaxxon*
Hopper	10.00	Acornsoft	Superb version of *Frogger*
Killer Gorilla	7.95	Micro Power	Excellent *Donkey Kong* game with beautiful graphics
Meteors	10.00	Acornsoft	The best version of *Asteroids* for the Beeb

VIC 20 GAMES A-L

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Bongo	16K	7.95	Anirog	Multi-level game with ladders and girders
Chariot Race	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
Choplifter	Std	25.00	Audiogenic	Rescue hostages in exciting helicopter game
Defender	Std	19.99	Atarisoft	Good and faithful version of the arcade classic
Gorf	Std	10.00	Vicsoft	Four-screens of action with elements from several popular games
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a rocket
Lazerzone	8K	6.50	Llamasoft	Fast moving mega-zap with guns on x and y axes

ATARI GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Airstrike 2	9.95	English	Excellent version of *Scramble*
Caverns of Mars	30.00	Atari	Smooth vertical version of *Scramble*
Choplifter	30.00	Broderbund	Rescue hostages in exciting helicopter game
Defender	30.00	Atari	Authentic arcade action in the classic game
Donkey Kong	30.00	Atari	Rescue your girl from the nasty gorilla in superb arcade copy
Miner 2049'er	30.00	Big Five	A *Donkey Kong* derivative with novel elements
Missile Command	30.00	Atari	The best and meanest version of the original

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Black Crystal	5.95	Carnell	Multi-part graphic adventure
Cassette 4	6.00	Orwin Software	8 games including excellent *Scramble* and *Defender*
Forty Niner	5.95	Software Farm	Tunnelling game with superb high-res graphics
3D Defender	4.95	New Generation	Blast alien craft as they zoom towards you
3D Monster Maze	4.95	New Generation	Fight your way through the maze while avoiding T-Rex

LYNX GAMES

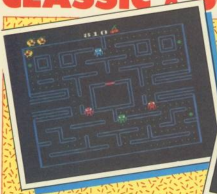
TITLE	PRICE	SUPPLIER	COMMENT
Backgammon	7.95	Camsoft	Wins often enough to convince you it cheats
Colossal Adventure	9.90	Level 9	One of the many excellent Level 9 adventures
Gobble De Spook	9.90	Camsoft	Good version of *Pac-Man*
Power Blaster	9.99	Romik	Simple graphics but sizzling action in this maze shoot-out
Treasure Island	7.95	Camsoft	Simple but quirky adventure with nice graphics

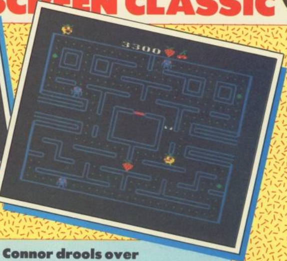
ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of complex test adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of *Centipede*
The Hobbit	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
The Ultra	6.95	PSS	Classic multi-stage space game
Xenon	8.50	IJK	Gripping space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Interesting game with the flavour of the Spectrum classic *Manic Miner*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Cuthbert in the Jungle	8.00	Microdeal	Fight your way through the perilous jungle while collecting treasure
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Empire	6.95	Shards	Computer version of the board game *Risk*
Franklin's Tomb	7.50	Salamander	An eventful text adventure
Frogger	8.00	Microdeal	Nice version of that familiar arcade game
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map
The King	8.00	Microdeal	Good version of *Donkey* Kong
Touchstone	8.00	Microdeal	Exciting game in large underground scrolling maze
Ugh!	6.95	Softek	Enjoy stealing the pterodactyl's eggs
Wizard War	6.50	Salamander	Two player game of battling wizards





Peter Connor drools over Acornsoft's version of the classic maze chase

PAC-MAN

Snapper. The very name casts a spell that draws me helplessly back to the keyboard, to another contest of dexterity and ingenuity with those mean monsters of the maze. For this is the best BBC version of that all-time classic *Pac-Man*.

The idea is simplicity itself. The screen displays a maze divided into quadrants in the centre of which is the den of the four monsters. The paths of the maze are littered with dots to be snapped and in each of the quadrants is a flashing green power pill.

When Snapper swallows these, the monsters turn blue and can be consumed – one gulp and all that's left is their eyes fleeing back to the den.

Your Snapper is a rotund yellow creature with a green hat and a voracious blue mouth. A perky tune, a call to arms for all Snapperites, sets you off. Using the four direction keys you hungrily speed off, devouring all the dots in your path.

But these monsters are not idle. Pretty soon they're out of their den, off to patrol their respective sectors. Pretty soon, too, they gobble you up and you will have learned the first fact of Snapper life – strict sector discipline must be maintained. Study the monsters' pattern, learn the best route and stick to it. Deviation from the true path is always punished.

On the first two sheets the monsters' predictability allows you to master key control and tot up lots of points. The delicious fruit which appears in the centre of the bottom half is yours for eating: cherries on the first screen, then a resplendent strawberry followed by crispy russet apples, glistening sweet plums and much, much more. It's like the greengrocers of your dreams packed with irresistible goodies.

In the early stages you should also be able to consume all four monsters in their blue and vulnerable state. Listen for the warbling notes as they return to normal and be careful not to chase them too long. You'll find that snapping all four monsters is an exceptionally satisfying experience.

But it's after the third screen that things start to get really frenetic. The monsters develop minds of their own and rush around causing you all sorts of problems.

The different coloured monsters develop individual characteristics. Pinky, in particular, has to be watched because he's a bit of a psychopath: you just can't tell what he's going to do next.

Now you'll find yourself in a frenzy to get through to the next screen, to the next luscious fruit. Monsters will be on your tail in hot pursuit, and now you'll have to use the tunnels at the sides in order to survive – but don't enter them too often or Pinky will be on to you.

To spur you on to even greater heights there is the lure of the Golden Bell, and, finally, the Giant Acorn – the prize that Snapperites dream of. But you'll have to get through 12 screens to see it.

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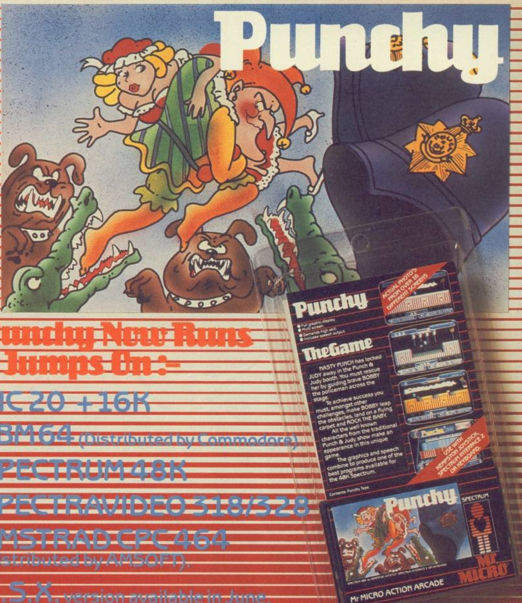
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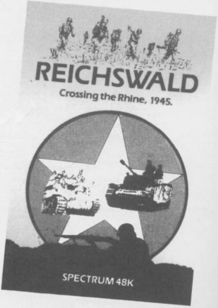
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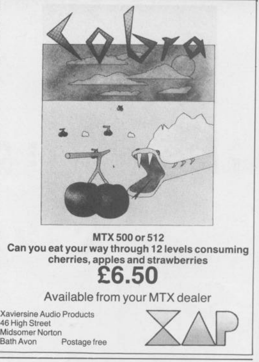

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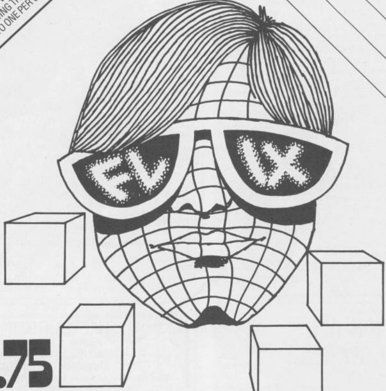

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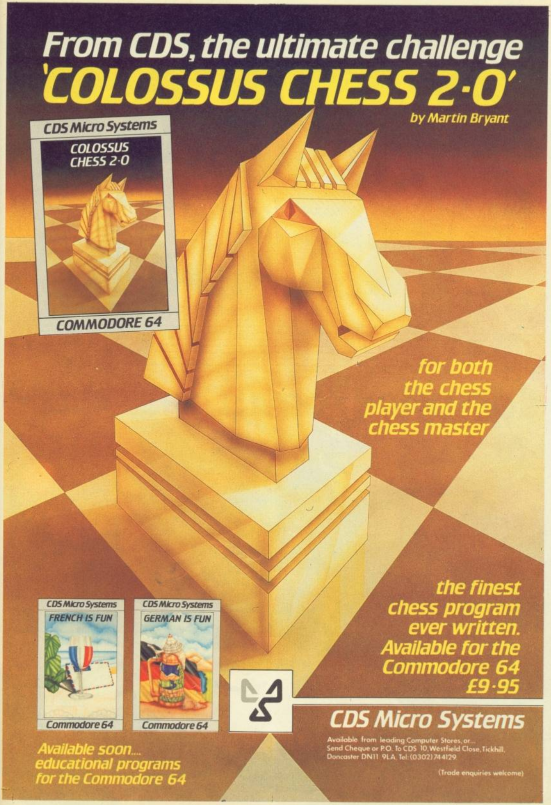
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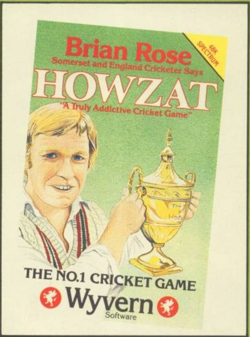
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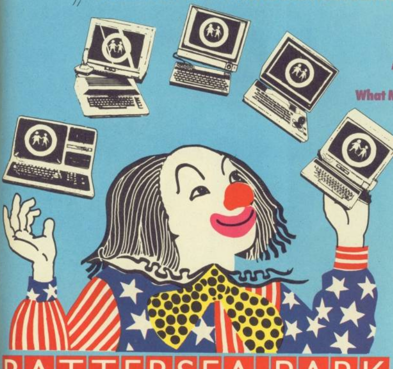

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JUMBLED HOUSES

Jumbled up in this grid are the names of eight popular software houses. The first letter of each name is directly to the right of an asterisk. Each following letter can be found by moving to an adjacent square in any direction (including diagonally). Each letter on the grid is used only once, and when all eight names have been found, there will be 14 unused letters. These are an anagram (7,7) of a new Commodore 64 game featured in PCG's May issue. Find the names and the anagram. (Puzzle submitted by Paul Fulcher of Thetford, Norfolk.)

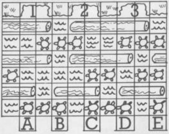
*	L	C	O	R	S	*	V	I	T	E	E
L	*	A	E	S	N	O	I	A	R	C	N
E	A	J	S	O	E	F	M	R	G	I	I
U	M	A	I	V	F	I	T	L	A	G	N
D	I	C	T	L	T	T	H	A	A	T	N
G	D	*	U	I	C	*	I	M	E	I	A
L	*	A	R	*	M	R	O	D	E	G	I

COMPUTER MASTERMIND

You have made three guesses at a four-letter code. The number of black pegs indicates how many letters are in the correct position. The white pegs indicate how many letters are correct, but in the wrong position.

1. AZML (1 black, 2 white)
2. ALBM (2 black, 2 white)
3. ABML (2 black, 2 white)

What is the code?



PAPER FROGGER

You are a frog trying to get across the river by jumping only on logs and turtles. You move square by square: up, down, left or right. You start at any of the letters squares and finish on one of the numbers. But you mustn't land on any square more than once. What is the LARGEST number of squares you can cover? (Submitted by Angus Lee, Aberdeen.)

BENCHTEST TEASER

Four computers were given a routine to work out, timed, and then placed in order of speed. Computer B was as many places behind C as D was before A. C wasn't first and A wasn't second. In what order did they finish?

ANSWERS AT THE BOTTOM OF THE PAGE

PUZZLING GRAPHICS

Try to work out the names of the nine computer games represented below. (Submitted by Paul Thornton, Leeds.)

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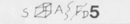

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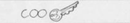

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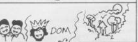

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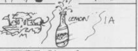

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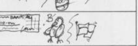

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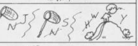

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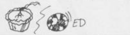

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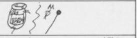

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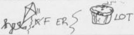

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JUMBLED HOUSES

Virgin, Acornsoft, Llamasoft, Microdeal, Atari, Addictive, Imagine, Ultimate. The anagram is CHINESE JUGGLER.

COMPUTER MASTERMIND

ABLM

PUZZLING GRAPHICS

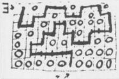
1. Scuba Dive, 2. Cookie, 3. Twin Kingdom Valley, 4. Arcadia, 5. Chequered Flag, 6. Jet Set Willy, 7. Pi-Balled, 8. Jammin', 9. Fighter Pilot

PAPER FROGGER

38 (See right)

BENCHTEST TEASER

DCAB



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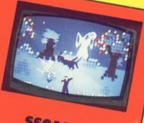
FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say FOUR dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



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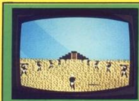

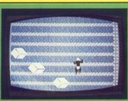

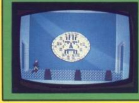

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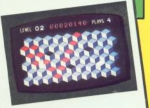
SS019

SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



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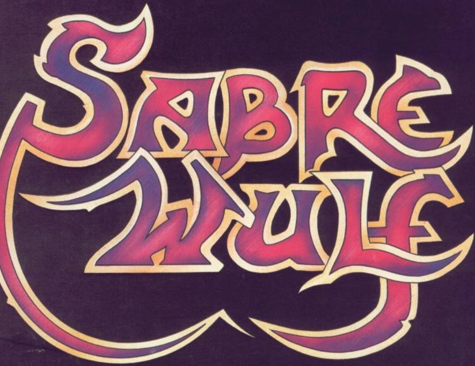

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